

# FOR WHOM THE DIE ROLLS

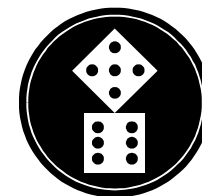
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Issue 190

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 #190, 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...*

1830 ..... Adam Romoth, Don Smith, Willem Moene, John Shelley  
Railway Rivals ..... Bob Coull, Don Shailer, John Marsden, Colin Sharpe, Jim Reader

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

- ⇨④ 1825 ..... Howard Bishop
- ⇨③ 1826 ..... Pete Campbell, Don Smith
- ⇨③ 1830 (Variant map 2) .. Pete Campbell, Don Smith
- ⇨② 1837 ..... Pete Campbell, John Hopkins, Don Smith
- ⇨② 1856 ..... Mike Hutton, Don Smith, Lyndon Gurr
- ⇨① 1861 ..... Pete Campbell, Lyndon Gurr, John Shelley, Don Smith
- ⇨⑥ 18C2C ..... Pete Campbell, John Boocock
- ★ 7 Wonders ..... Allan Stagg, Jim Reader, Kevin Lee, Pete Campbell, John Boocock, Mike Reeves, Lyndon Gurr
- ⇨② 18RhI Rhineland ..... Willem Moene, Pete Campbell, Alan Harvey
- ★ Acquire ..... Colin Sharpe, Michael Graystone, Lyndon Gurr, John Colledge, Tony Wilcock
- ⇨④ Acquire ..... Bus Boss
- ⇨① Acquire (Special Powers) Colin Sharpe, Michael Graystone, John Colledge
- ★ Agricola ..... Allan Stagg, Jim Reader, Kevin Lee, Pete Campbell
- ⇨⑤ Baltimore & Ohio ..... Alan Harvey
- ⇨④ Outpost ..... Willem Moene, Marcus Pratt, Lyndon Gurr, Pete Campbell
- ⇨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)
- ★ RoboRally ..... Allan Stagg, Jim Reader, Mark Stretch, Don Shailer, Roger Trethewey, Howard Bishop, Steve Ham, Mike Head
- ⇨② Saint Petersburg ..... John Boocock, Bob Coull
- ⇨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...*

- ★/⑥ Battle! ..... Pete Campbell, Mark Stretch, Marcus Pratt, Allan Stagg, Steve Ham, John Marsden
- ③ Breaking Away ..... Steve Ham, Jim Reader, Kevin Lee
- ★ Bus Boss ..... Colin Sharpe, Mike Reeves, Roger Trethewey, John Marsden, Bob Coull, Jim Reader
- ⇨① Railway Rivals ..... Steve Ham, Pete Campbell, Mike Reeves, Michael Graystone

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

## START

Welcome to issue #190. We find ourselves with another double issue, one that was not planned. March is always a busy month with the sale, but I've usually found time in the quieter part of the month to do the zine. This time both Valerie and I got hit by a tummy bug in that quiet time, so not a lot got done unless it was essential, and I'm afraid to say that the zine did not fit into that category.

Once we were over that, the end of the month was arriving and things got busy again, so a double issue was the only sensible way forward. At this point I have to admit that I found it hard to get motivated, and this has slipped further into April than planned. I can't say that I am highly motivated now, with the main aim being to get it out and finished with.

I did spend some time contemplating why I was so uninterested in getting this finished, but I am not convinced I have lost my zine mojo. I'm guessing it's just a reaction to being so busy with other things, and is just seasonal. We shall have to see what level of interest I can generate for the next issue.

Not everything else ground to a halt, of course. Having thought about it for a while, I treated myself to a Kindle. My justification was quite simple. I own a series of paperbacks, which ran from the late sixties through to the eighties. What I don't have are the last two books, which were produced many years later (1995 and 2008, I think) and published by small US publishers, and thereby difficult to obtain. A copy of the last book was available on Amazon, a snip at £186. On the other hand, a Kindle and an e-book copy for £4.99 was cheaper.

It took me about two hours to get the Kindle to recognise my wireless connection, which it only did when I reduced the quality of the signal, even though it was supposed to understand the higher quality offering. That achieved, I could get my e-books ordered and downloaded.

The next frustration was that they could not be sorted into the correct order for the series because the book numbers were at the end of the title rather than the beginning. No matter, I found a solution that involved copying them to my computer, using some software to rename the titles, then exporting them back to the Kindle. That would have been easier if the USB connection had stayed up consistently rather than going up and down like a yoyo, but it all got done in the end.

Having read four books on it, admittedly short ones, I can say that I found it fine for the purpose. 9 out of 10 for daily use, but 4 out of 10 for connectivity.

I did come across some frustrations in a couple of the books I had. In one, some text was missing at the beginning of one chapter (who knows how much?), while in the next book it became obvious it had been scanned in but nobody had bothered to check the results of the scan, with many silly errors in the text.

I mailed the publisher, wondering if I would get a response. A week later I did, with profuse apologies. They were unaware of the problems, but would get them sorted. I would be able to download updated versions, although I have yet to find out how I know when they've been fixed, and how I download another version of a book I have already bought. I also had an offer of some books from their SF Masterworks series in compensation. Interestingly, they could not give me them to me as e-books because there is no way gift an e-book, so they will be sending me some real books.

So much for giving book tokens at Christmas once someone has switched from paper books to e-books, then!



1830-V2-U28

The substitute takes the crown.

GAME OVER

1st	Pete Campbell	8,336	28.2%
2nd	Alan Harvey	7,966	27.0%
3rd	Mark Stretch	7,279	24.7%
4th	Don Smith	5,921	20.1%

Alan Harvey (2nd): This was an excellent performance from Pete Campbell, who entered the game after it had commenced. He improved the position he had been given to win the game. Congratulations, Pete.

Indeed, congratulations to Pete and extra thanks for taking over from Tony Sait. These things tend to be forgotten with the passage of time!



AGRICOLA 4

The farms will keep working, but we're done.

GAME OVER

1st	Marcus Pratt	43
2nd	Kevin Lee	35
3rd	Jim Reader	14
4th	John Boocock	2

Kevin Lee (2nd): Well done to Marcus on a very good win. I was relatively pleased with my farm. I had a good clay economy going with the Tinsmith occupation and the Clay Deposit. I was a little disappointed that I only used the Animal Handler to gain 1 pig in the final analysis. I had hoped to do better out of fencing pastures but that's always the way with this game - so many options, and you can never do all you set out to achieve.

Thanks for that, Kevin. Kevin was good with his orders, but those who were not made running the game more than a little complicated.



RAILWAY RIVALS 2157-KA

No strong feelings.

GAME OVER

1st	Pete Campbell	KRAP	398
2nd	Tony Bromley	MWE	351
3rd	Kevin Lee	WEAR	298
4th	Don Shailer	CAR	221
5th	Jim Reader	HICK	215

You know what they say, silence is golden. Nobody has anything to say on this one.



1830-S32

Quadrophonic 1830.

NEW GAME

Welcome to the latest 1830 game. There are four players for this one, and they will be dealing in the following order.

Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY
Adam Romoth	E-mail only - nospam [at] adam-romoth [dot] de
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
John Shelley	59 Avenue de la Republique, 33820 St Ciers sur Gironde, France

You each start with 600 and are looking at six Private Companies, which is all your first orders need to be concerned with. The six companies have the following names and values:

Schuylkill Valley Railroad	SVR	Cost	20	Revenue	5
Champlain & St.Lawrence Railway	C&StL	Cost	40	Revenue	10
Delaware & Hudson Railroad	D&H	Cost	70	Revenue	15
Mohawk & Hudson Railroad	M&H	Cost	110	Revenue	20
Camden & Amboy Railroad	C&A	Cost	160	Revenue	25
Baltimore & Ohio Railroad	B&O	Cost	220	Revenue	30

Check your rule books for the benefits, if any, that these items bring. The locations of the Private Companies are shown on the map by the company abbreviation. When the B&O private is bought, the initial par price for the B&O public company will be set at 100 unless you advise me otherwise.

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.

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.

A map and tile sheet are enclosed for Don. The others may access/download these from the web site - [www.fwtwr.com/18xx/](http://www.fwtwr.com/18xx/).

Also note that the tile sheets use my coordinated orientation system, so they may differ from other tile sheets from place to place. This is the tile reference for use with 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

Stock Round 1, Private Companies only, starting with Don





## 1825-X31

A blocking tile from the LNWR keeps all the companies apart.

## OR4 - OR5

OR4	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	29:O13:5	-	100	Yes	-	126▲	220 2 2 2
Mid	MH	52:P16:4	-	120	Yes	-	90▲	60 3 2 2
NBR	JS	15:F6:2	-	80	Yes	-	76	460 3

OR5	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains	
LNWR	LR	19:P10:6	-	150	Yes	-	142▲	220	2 2 2
Mid	MH	12:Q15:1	-	140	Yes	-	100▲	60	3 2 2
NBR	JS	56:G7:6	-	80	Yes	①	82▲	160	3 3

Notes: ① 300 to the bank for a '3' train

Cash Flow	b/f	OR4	OR5	c/f	Value	%	Certs
Lionel Robbins	3	63	88	154	976	23.5▲	6
John Shelley	42	58	58	158	720	17.1▼	6
Willem Moene	11	72	82	165	816	19.6▲	7
Mike Hutton	7	70	85	162	804	19.4▲	5
John Boocock	16	50	60	126	848	20.4▼	5

Portfolio	Privates	LNWR	Mid	NER	NBR	Cal	GCR	GNR	L&YR	GSWR
Lionel Robbins	A&F	5D	-	-	1	-	-	-	-	-
John Shelley	TWW	-	-	-	6D	-	-	-	-	-
Willem Moene	C&HP	-	5	-	-	1	-	-	-	-
Mike Hutton	-	1	5D	-	-	-	-	-	-	-
John Boocock	L&M	2	-	-	-	3D	-	-	-	-

Bank (new)	-	-	10	3	6	10	10	10	10
Price (new)	100	82	82	76	76	71	71	71	71
Bank (pool)	2	-		-	-				
Price (pool)	142	100		82	76				
Company credit	220	60		160					
Tokens	3	3	4	3	4	4	4	4	3
Trains	2 2 2	3 2 2		3 3					

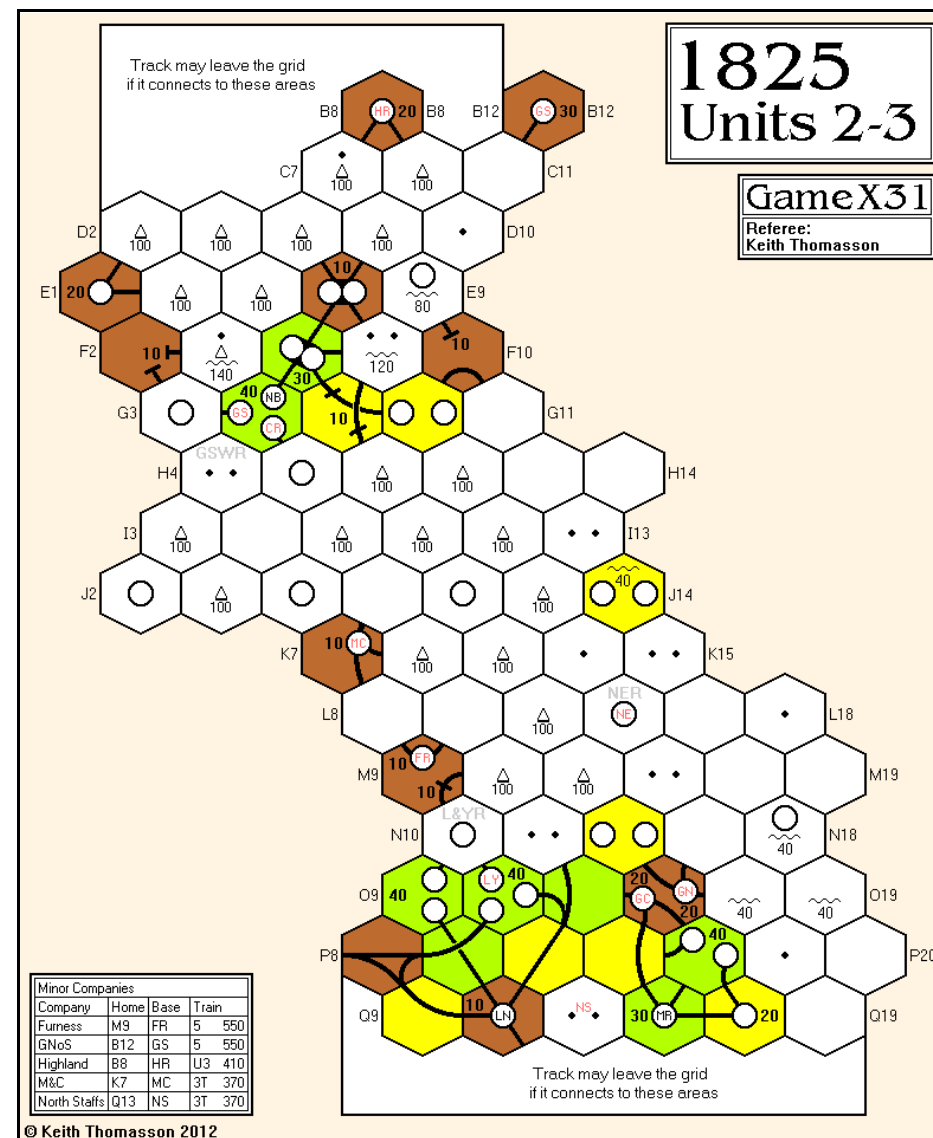
Bank cash: 14,235      Certificate limit: 18      Trains: 2 x '3', 4 x '4'...

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds							
1/2	2/2	3/2	4/4	5/3	6/4	7/6	8/8	9/8	55/2	56/1	69/2	114/1	
115/1	12/4	13/1	14/5	15/5	16/2	17/1	18/2	19/2	20/1	21/1	22/1	23/5	
24/5	25/1	26/2	27/2	28/3	29/2	30/1	31/1	52/3					

My program kept trying to put the price up one more step than it should have, but I've tracked the problem down now, so prices should no longer be artificially inflated.

1825  
Units 2-3

## GameX31

Referee:  
Keith Thomasson

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Orders required for the following round

*By the early deadline*

SR5

<div>1829-A30</div>									
The LNWR blocks lays for the GWR.									
<div>OR11 - SR10</div>									

OR11	Pres	Lay	Survey	Run	Pay	Notes	Price	Credit	Trains
LNWR	PC	28:Q9:4	►U21 !	220	Yes	-	275▲	80	3 2 2 2
GWR	RT	22:S11:1	►U17	150	Yes	①	160▲	520	4 3 2
Mid	JS	5:N10:4	►N14	220	No	②	100▼	570	3 2
LSWR	JB	14:W19:3	►W19	80	Yes	③	67▲	120	3 3
GNR	LR	3:P18:6	►P16	-	-	④	64▼	280	4
LBSC	JB	7:W21:5	►W15	50	Yes	-	67▲	370	3
GER	RT	9:T18:3	►T16	70	Yes	⑤	64▲	150	4 2
GCR	RT	23:W13:4	►O15	-	-	-	56▼	20	-
L&YR	JS	14:N10:2	►P12	110	Yes	⑥	58▲	100	4 2

- Notes: ① 20 to the GCR for a '2' train and a '4' train  
 ② 40 to the bank for terrain costs  
 ③ 40 to the bank for a token in W19  
 ④ 430 to the bank for a '4' train  
 ⑤ 60 to the GWR for a '2' train  
 ⑥ 50 to the Midland for a '2' train

#### Stock Round 10

Lionel	John Boocock	Pete	Rob	John Shelley
+ GER pool	✗	+ L&YR new	+ GWR pool	+ L&YR new
+ GER pool	✗	+ L&YR new	- 2 GCR	+ GER pool
✗	✗	+ L&YR new	+ GER pool	✗
✗	✗	+ GNR pool	- 2 GCR (►Rcvr)	✗
✗	✗	+ LSWR pool	+ SECR/Dir	✗
✗	✗	+ LSWR pool	- 1 GER	✗
✗	✗	+ LSWR pool	+ SECR new	✗
✗	✗	+ LSWR pool	- 1 GWR	✗
✗	✗	+ LSWR pool	+ SECR new	✗
✗	✗	+ LSWR pool	+ SECR new (floated)	✗
✗	✗	✗	✗	Priority for SR11

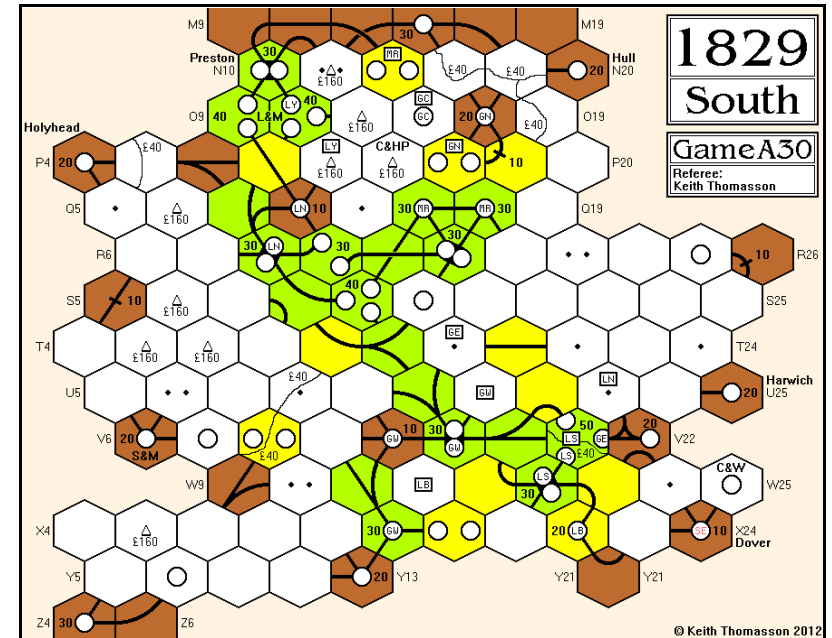
Cash Flow	b/f	OR11	SR10	c/f	Value	%	Certs
Pete Campbell	127	135	-254	8	2,059	26.2▲	15
Rob Thomasson	49	115	-112	52	1,594	20.3▲	13
John Shelley	55	81	-122	14	1,344	17.1▼	14
Lionel Robbins	70	76	-128	18	1,462	18.6▼	14
John Boocock	48	102	0	150	1,402	17.8▲	11

To repeat what I said last time, you cannot move a survey party onto a tile unless it is going to be converted into a station token. Also, 1829 does not allow you to run your train into a station fully occupied by another company's tokens. The 'to but not through' rule that applies to train routes in most 18xx games is 'no entry' for 1829.

Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR	SECR
Pete Campbell	-	4D	2	-	1	4	2	-	-	3	-
Rob Thomasson	S&M	-	5D	-	-	-	-	5D	1	-	6D
John Shelley	-	-	1	7D	-	-	-	1	-	7D	-
Lionel Robbins	-	1	2	2	3	5D	-	2	-	-	-
John Boocock	L&M	1	-	1	5D	1	4D	-	-	-	-

Bank (new)	Hull...	-	-	-	-	-	-	-	-	-	4
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)	C&HP C&W	4	-	-	1	-	4	2	6D	-	-
Price (pool)		275	160	100	67	64	67	64	56	58	56
Company credit		80	520	570	120	280	370	150	20	100	560
Tokens		4	3	3	3	4	3	3	3	2	3
Trains		3222	432	32	33	4	3	42	-	42	-
Bank cash:	19,758	Certificate limit: 18						Trains: 1 x '4', 5 x '5'			

Tiles	Tile number/Availability				Two Operating Rounds between Stock Rounds							
1/2	2/2	3/1	4/6	5/4	6/3	7/1	8/7	9/8	10/2	12/1	13/2	14/-
15/1	16/1	17/1	18/1	19/2	20/1	21/1	22/-	23/3	24/3	25/-	26/2	27/2
28/-	29/1	30/1	31/1									



Orders required for the following rounds	By the early deadline
OR11, OR12	Adjudication can pause between rounds if requested





1856-E31

The '5' trains are on show,  
but not yet on the track.

OR6 - OR7

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GT	DS	24:N7:3	110	No	① ②	90D	130	5	4 3
GW	AR	121:F15:1	120	Yes	③	100E	80	3	3
WR	MF	15:O18:6	210	Yes	④	100E	24	4	3 3
LPS	JS	8:G14:5	130	Yes	① ⑤ ②	90F	40	6	4 4
CPR	RT	14:N3:3	250	Yes	-	60G	129	5	4 3

- Notes: ① Government loan secured  
 ② 350 to the bank for a '4' train  
 ③ Destination reached for the LPS, 260 released from escrow  
 ④ Run reduced to 190 to pay loan interest  
 ⑤ 40 to the bank for a token in F15

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GW	AR	57:B19:2	120	Yes	① ②	110E	90	2	3
WR	MF	8:N15:3	210	Yes	③ ④	110E	21	4	3 3
LPS	JS	57:G12:1	210	Yes	⑤	100E	5	6	4 4
GT	DS	8:M8:6	230	Yes	-	100D	113	5	4 3
CPR	RT	9:L3:3	250	Yes	-	65G	99	5	4 3

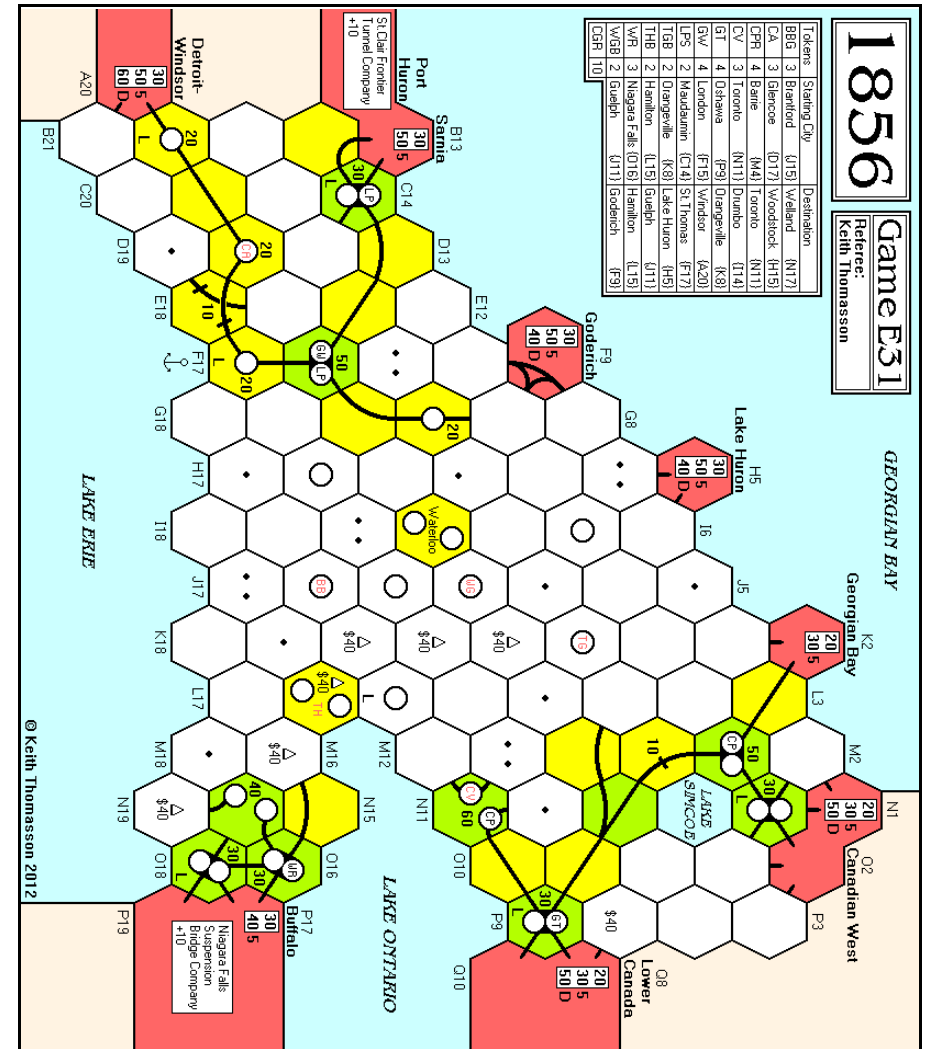
- Notes: ① Destination reached, 140 released from escrow  
 ② Government loan redeemed  
 ③ 40 to the bank for terrain costs  
 ④ Run reduced to 170 to pay loan interest  
 ⑤ Run reduced to 190 to pay loan interest

Cash Flow	b/f	OR6	OR7	c/f	Value	%	Certs
Adam Romoth	7	92	96	195	955	18.8	6
Mark Frueh	41	130	149	320	1,220	24.0	8
John Shelley	43	128	164	335	1,065	21.0	7
Rob Thomasson	0	194	198	392	1,102	21.7	8
Don Smith	1	0	138	139	739	14.5	5

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Adam Romoth	-	-	-	-	-	-	5P	1	-	-	-	1
Mark Frueh	WSR	-	-	-	-	1	1	1	-	-	-	5P
John Shelley	-	-	-	2	-	-	-	6P	-	-	-	-
Rob Thomasson	-	-	-	6P	-	-	1	1	-	-	-	1
Don Smith	-	-	-	-	-	6P	-	-	-	-	-	-

Bank (new)	10	10	2	10	2	3	1	10	10	10	2
Price (par)			65		80	70	65				75
Bank (pool)			-		1	-	-				1
Price (pool)			65G		100D	110E	100E				110E
Company credit			99		113	90	5				21
Loans			5		5	2	6				4
Tokens	3	3	2	3	3	3	1	2	2	2	2
Trains			4 3		4 3	3	4 4				3 3
Bank cash: 10,291											
Certificate limit: 13											
Trains: 3 x 5, 2 x 6											
Current operating order: GW, WR, LPS, GT, CPR											

Titles	Tile number/Availability					Two Operating Rounds between Stock Rounds							
1/1	2/1	3/3	4/3	5/2	6/-	7/6	8/9	9/8	55/1	56/-	57/2	58/2	
69/1	14/1	15/2	16/1	17/1	18/1	19/1	20/1	23/4	24/3	25/1	26/1	27/1	
28/1	29/1	59/1	120/-	121/-									



Orders required for the following round	By the early deadline
SR6	



1861-R29

The last round gives a chance to show how big your dividend is.

OR13

The RSR did not buy the '2+2' train in OR11, because it stopped operating once it bought the '8' train. The SE retained and bought the '2+2' in OR12.

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GRR	JB	63:G18:1	-	1,120	Yes	-	400A	157	- 7 5+5E
SW	LG	9:G16:3	58:H17:4	710	Yes	①	360A	14	- 7 2+2
NW	DS	611:O2:4	-	690	Yes	-	245C	1,159	- 5 5
MKN	LG	-	-	830	Yes	-	200D	243	- 8 5
MK	LG	-	-	400	Yes	-	200D	240	- 6
SE	JS	-	-	640	Yes	-	200C	471	- 5 2+2

Notes: ① 20 to the bank for a second tile lay

Cash Flow	b/f	OR13	c/f	Value	%	Certs
Don Smith	1,467	637	2,104	4,534	19.4	8
John Shelley	985	961	1,946	5,631	24.1	11
John Boocock	1,723	712	2,435	4,880	20.9	6
Lyndon Gurr	2,252	1,277	3,529	8,329	35.6	16

Portfolio	GRR	MK	MKN	MVR	NW	SE	SW
Don Smith	1	1	-	-	6D	-	1
John Shelley	2	-	-	-	1	6D	4
John Boocock	5D	-	1	-	1	-	-
Lyndon Gurr	2	5D	6D	-	-	-	5D

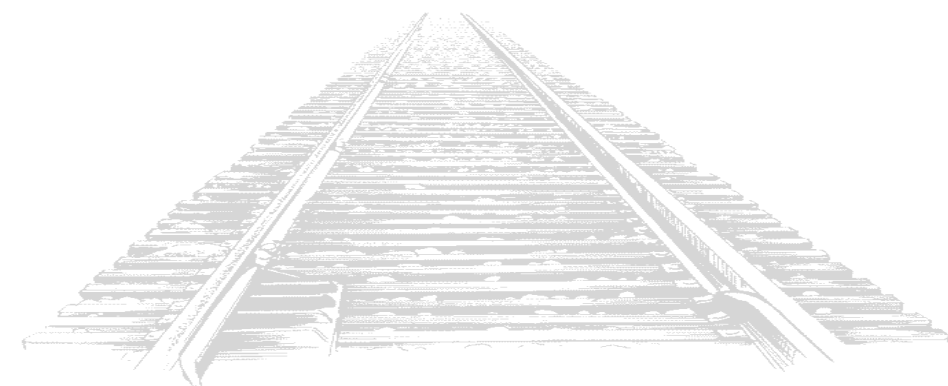
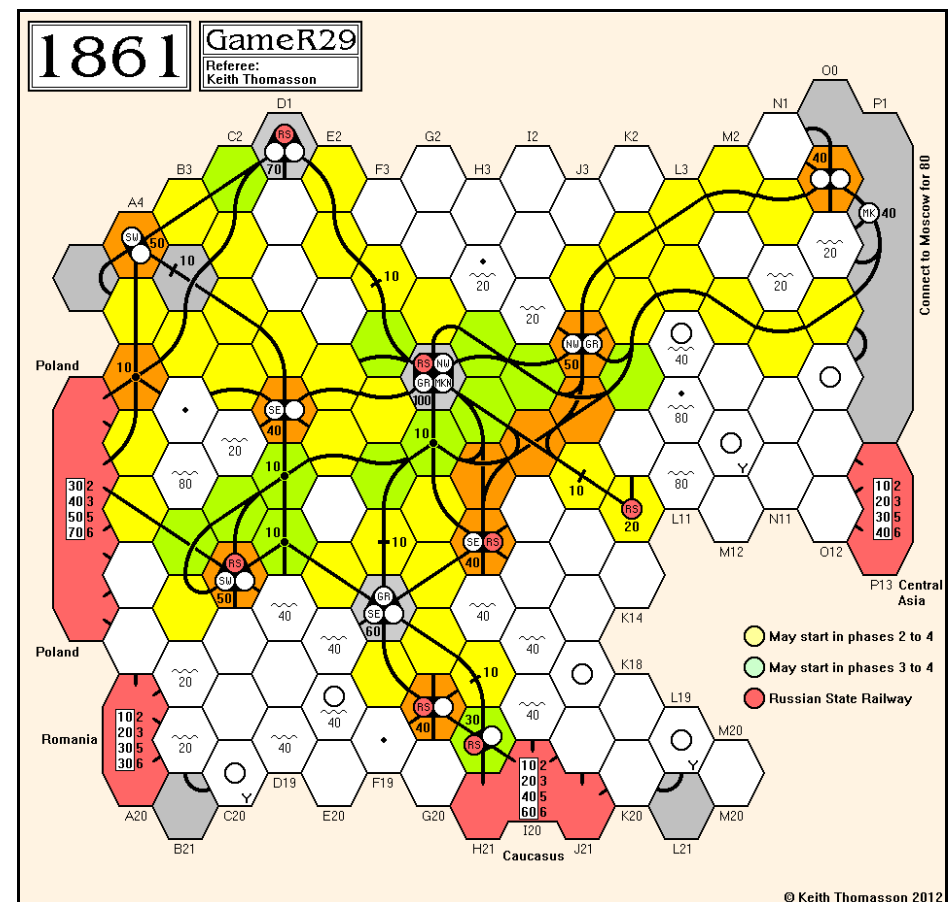
Bank (new)	-	3	2	10	2	4	-
Bank (pool)	-	1	1	-	-	-	-
Price	400A	200D	200D		245C	200C	360A
Company credit	157	240	243		1,159	471	14
Loans	-	-	-		-	-	-
Tokens	-	2	2	3	1	-	1
Trains	7 5+5E	6	8 5		5 5	5 2+2	7 2+2

Bank cash: 2,433 Certificate limit: 16 Trains: 7 x '8', 1 x '5+5E'

With the end of the game we find Lyndon some way ahead to the rest, with John Shelley clear of the others in second place.

1st	Lyndon Gurr	8,329	35.6%
2nd	John Shelley	5,631	24.1%
3rd	John Boocock	4,880	20.9%
4th	Don Smith	4,534	19.4%

Congratulations to Lyndon, and thanks to everyone for the game. We'll round it up next time if you're in the mood to share.





1861-F31

Nationalisation disrupts the planned mergers.

OR6 - MR3

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
MB	PC	23:E8:2	-	120	Half	120D	75	-	3
E	LG	9:M8:2	58:L9:6	-	① ② ③ ④	-	-	-	-
MNN	LG	87:L9:6	-	160	Half	110E	0	-	3 2
V	WM	14:G18:1	-	90	Half	100E	20	-	3
MK	WM	14:H19:1	-	100	Half	90F	150	-	2
RO	LR	23:D7:6	-	90	Half	70G	0	-	3 2
KR	PC	23:C6:3	-	180	Half	70G	150	-	2 2
KB	LG	24:C16:4	-	90	Half	65H	135	-	3 2
KK	PC	23:C4:1	-	130	Half	60H	20	1	3
SPW	LR	15:H13:4	8:J9:3	130	Half	60H	0	-	3
OK	DS	-	-	80	Half	60H	85	-	2
SE	LR	19:G12:2	-	150	Yes	165B	120	-	4
GRR	DS	-	-	-	② ④	100D	45	-	4
RSR	-	-	-	-	②	-	35	-	4

- Notes:
- ① 2 loans acquired
  - ② 20 to the bank for a second tile lay
  - ③ 80 to the bank for terrain costs
  - ④ Nationalised
  - ⑤ 285 to the KB for a '2' train
  - ⑥ 1 loan redeemed
  - ⑦ 180 to the SE for a '3' train
  - ⑧ 30 to Pete for the TSR private
  - ⑨ 225 to the bank for a '3' train
  - ⑩ 1 loan acquired
  - ⑪ 2 loans redeemed
  - ⑫ 350 to the bank for a '4' train
  - ⑬ MK, KR and OK nationalised
  - ⑭ 50 to Don for the MYR private

Merger Round 3

No action

Portfolio	KB	KK	MNN	RO	SPW	MB	V	GRR	SE	RSR
Willem Moene	-	-	-	-	-	-	2D	-	-	-
Don Smith	-	-	-	-	-	-	-	4D	-	-
Pete Campbell	-	2D	-	-	-	2D	-	-	-	-
Lyndon Gurr	2D	-	2D	-	-	-	-	-	-	-
Lionel Robbins	-	-	-	2D	2D	-	-	-	3D	-
Bank (new)	-	-	-	-	-	-	-	6	7	-
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price	65H	60H	110E	70G	60H	120D	100E	100D	165B	-
Company credit	135	0	0	0	0	75	20	45	120	35
Loans	-	1	-	-	-	-	-	-	-	-
Tokens	-	-	-	-	-	-	-	2	1	3
Trains	3	3	3	3	3	3	3	4	4	4

Bank cash: 12,840 Certificate limit: 13 Trains: 1 x '4' 4 x '5'

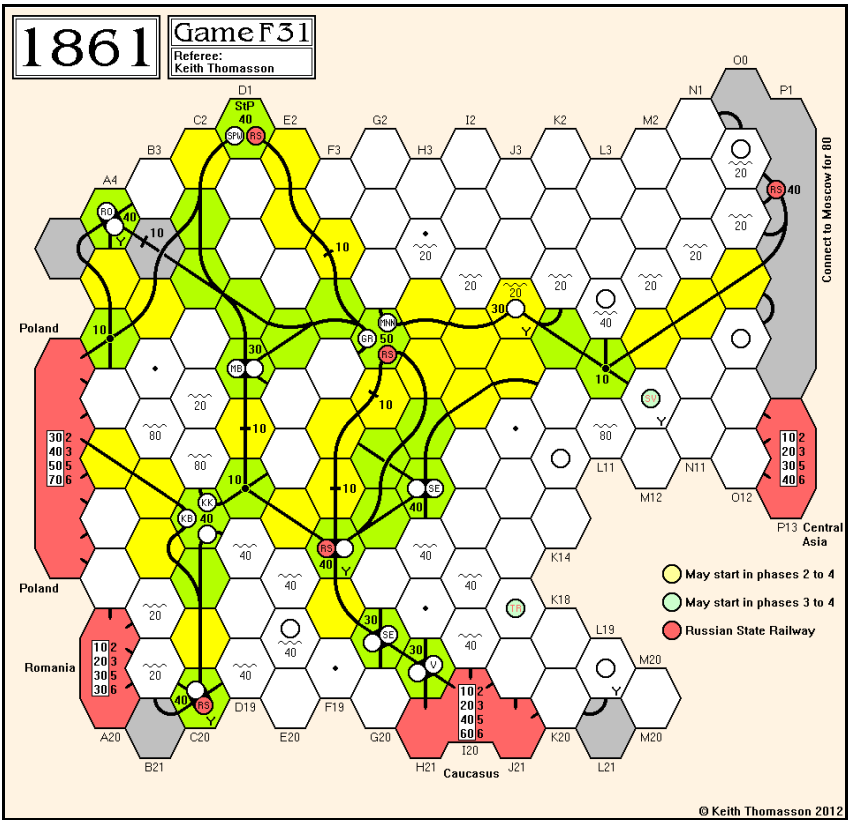
Current operating order: MB, MNN, V, RO, KB, KK, SPW, SE, GRR, RSR

Cash Flow	b/f	OR6	MR3	c/f	Value	%	Certs
Willem Moene	157	255	0	412	612	16.2	1
Don Smith	42	220	0	262	662	17.5	3
Pete Campbell	112	385	0	497	857	22.7	2
Lyndon Gurr	102	265	0	367	717	19.0	2
Lionel Robbins	17	155	0	172	927	24.6	4

Tiles Tile number/Availability Two Operating Rounds between Stock Rounds

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

Yellow track tiles are unlimited



Orders required for the following round	By the early deadline
SR4	





1870-N29

The MP comes out to play.

SR8

Stock Round 8

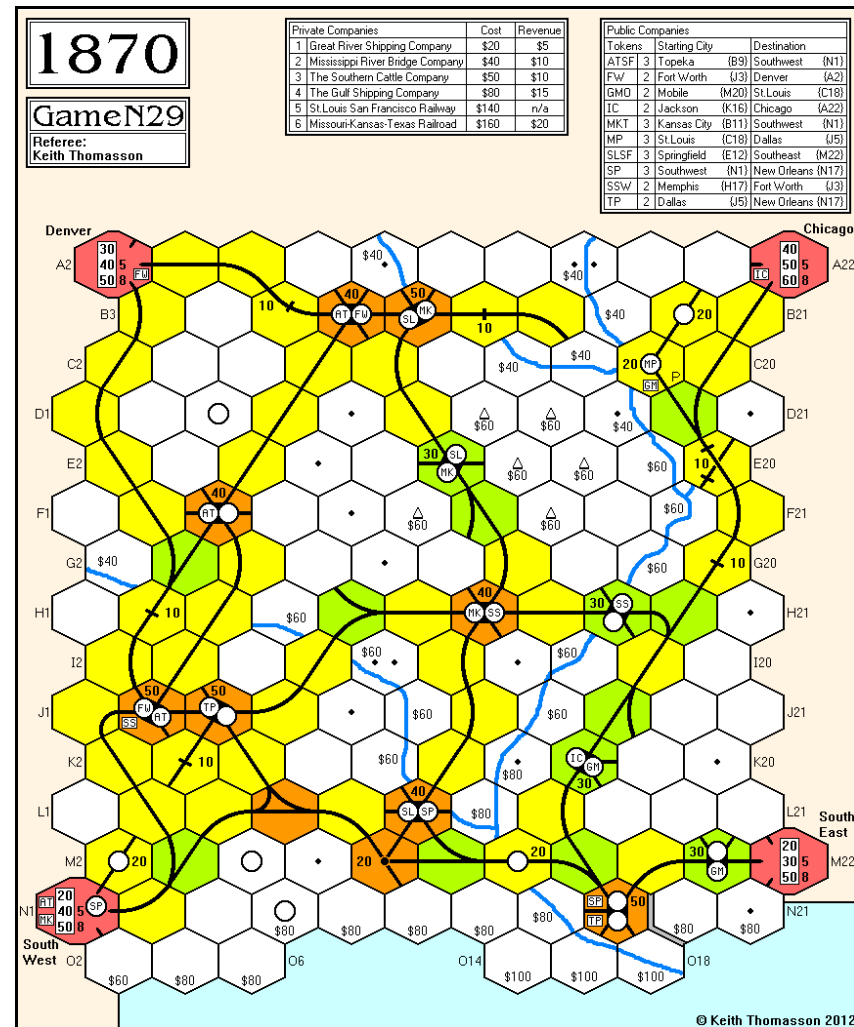
Willem	Don	Mark	Pete	Lyndon
+ IC new	✗	- 1 MKT (PP)	Price protects 1 MKT	+ SSW New
+ SSW new	✗	- 1 GMO (PP)	⇒	⇒
Price protects 1 GMO	✗	- 1 GMO (PP)	⇒	⇒
Price protects 1 GMO	✗	- 1 SSW (PP)	Price protects 1 SSW	+ SP new
✗	✗	✗	✗	+ MP new (floated)
✗	✗	✗	✗	+ MP new (- 1 MP {76D})
✗	✗	✗	✗	+ SP new
✗	✗	✗	✗	✗
Priority for SR9				

Cash Flow	b/f	SR8	c/f	Value	%	Certs
Pete Campbell	929	-300	629	3,039	19.8▼	13-15
Lyndon Gurr	758	-398	360	3,550	23.1▼	13-18
Willem Moene	592	-572	20	2,330	15.2▼	9-16
Don Smith	642	0	642	2,272	14.8▼	8-9
Mark Frueh	1,109	318	1,427	4,178	27.2▲	13-16

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Pete Campbell	-	-	1	2	7P	-	-	-	7P	-
Lyndon Gurr	-	7P	-	1	-	5P	-	2	1	5P
Willem Moene	-	-	8P	7P	-	-	-	1	1	1
Don Smith	1	-	1	-	1	-	5P	1	-	1
Mark Frueh	8P	-	-	-	-	1	-	5P	1	3

Bank (new)	-	-	-	-	-	3	-	1	-	-
Price (par)	68	68	100	72	72	90	100	100	100	68
Bank (pool)	-	-	-	-	2	1	5	-	-	-
Price (pool)	225B	300B	200B	55D	140C	76D	180E	110B	160B	55E
Company credit	1	812	79	782	965	900	88	0	1	0
Redeemed shares	1	3	-	-	-	-	-	-	-	-
Tokens	-	-	-	1	-	3+D	D	1	-	1
Trains	5 5	5	6 4	4	-	-	4	6	5 4	6 4
Bank cash: 5,294 Certificate limit: 13 Trains: 3 x '8', 2 x '10'...										
Current operating order: FW, ATSF, GMO, SLSF, SSW, MKT, SP, MP, TP, IC										

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds																			
1/1	2/1	3/3	4/2	5/2	6/1	7/8	8/5	9/3	55/-	56/1	57/2	58/3	69/1	14/2	15/2	16/2	17/2	18/2	19/2	20/2	23/1	24/-	25/2	26/2	27/1
28/2	29/2	141/2	142/2	143/1	144/1	39/1	40/2	41/2	42/3	43/2	44/1	45/2	46/2	47/2	63/1	70/2	145/2	146/1	147/2	170/-	171/1	172/1			



Orders required for the following rounds

By the early deadline

OR13, OR14

Adjudication can pause between rounds if requested



1870-A32

The MP is floated at the expense of the SLSF.

OR2 - SR3

OR2	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	WM	8:G12:2	57:H13:1	40	Yes ① ②	100A	528	2 2 2
FW	LQ	8:I2:2	4:H3:2	70	Yes ③	68F	427	2 2
MKT	JS	5:B11:5	6:B9:3	-	- ④	50I	420	3 2

- Notes: ① 40 to the bank for a token in H13  
② 240 to the bank for three '2' trains  
③ 40 to the bank for terrain costs  
④ 260 to the bank for a '2' train and a '3' train

Stock Round 3				
Willem	Adam	Lyndon	Lionel	John
- 4 SLSF (+72E) {Pres to Adam} + MP/Pres {76}	✗	+ MKT pool	+ SLSF pool	✗
+ MP new	✗	✗	✗	✗
+ MP new	✗	✗	✗	✗
+ MP new	✗	✗	✗	✗
+ MP new {floated}	✗	✗	✗	✗
✗	Priority for SR4			

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
John Shelley	27	20	0	47	397	17.6	2-6
Willem Moene	50	26	-56	20	516	22.8	6
Adam Romoth	4	32	0	36	412	18.2	3
Lyndon Gurr	12	42	-50	4	486	21.5	5-6
Lionel Robbins	76	35	-72	39	449	19.9	6

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
John Shelley	GRSC, GSC	-	-	-	-	5P	-	-	-	-	-
Willem Moene	MRBC	-	-	-	-	-	6P	-	-	-	-
Adam Romoth	MKT	-	-	-	-	-	-	3P	-	-	-
Lyndon Gurr	-	-	6P	-	-	1	-	-	-	-	-
Lionel Robbins	SCC	-	3	-	-	-	-	2	-	-	-

Bank (new)	10	-	10	10	4	4	2	10	10	10
Price (par)		68			72	76	100			
Bank (pool)	-	-	-	-	-	-	3	-	-	-
Price (pool)		72E			50I	76D	72E			
Company credit		427			420	760	528			
Redeemed shares		1			-	-	-			
Tokens	3+D	1+D	2+D	2+D	2+D	3+D	1+D	3+D	2+D	2+D
Trains		2 2			3 2	-	2222			
Bank cash: 9,719	Certificate limit: 13					Trains: 5 x '3', 5 x '4'				
Current operating order:	MF, SLSF, FW, MKT									

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

1870

Game A32

Referee:  
Keith Thomasson

Private Companies		Cost	Revenue
1	Great River Shipping Company	\$20	\$5
2	Mississippi River Bridge Company	\$40	\$10
3	The Southern Cattle Company	\$50	\$10
4	The Gulf Shipping Company	\$80	\$15
5	St.Louis San Francisco Railway	\$140	n/a
6	Missouri-Kansas-Texas Railroad	\$160	\$20

Public Companies		
Tokens	Starting City	Destination
ATSF 3	Topeka (B9)	Southwest (N1)
FW 2	Fort Worth (J3)	Denver (A2)
GMO 2	Mobile (M20)	St.Louis (C18)
IC 2	Jackson (K16)	Chicago (A22)
MKT 3	Kansas City (B11)	Southwest (N1)
MP 3	St.Louis (C18)	Dallas (J5)
SLSF 3	Springfield (E12)	Southeast (M22)
SP 3	Southwest (N1)	New Orleans (N17)
SSW 2	Memphis (H17)	Fort Worth (J3)
TP 2	Dallas (J5)	New Orleans (N17)

Orders required for the following rounds	By the early deadline
OR3, OR4	Adjudication can pause between rounds if requested



# 6 NIMMT! 16

Some heavy penalties,  
but Jim keeps his duck.

# ROUND 3

Hand 1 (1-104)

		94	
		55	
	81	54	6
14	75	46	5
12	71	35	1
1/2	2/4	3/12	4/4

Jim (5), John (6), Kevin (12) takes row 1  
for 5 pts, Don (14), Colin (71) takes row  
2 for 12 pts, Bob (75), Michael (81).

Hand 2 (1-104)

	83		93
	74		77
	37		71
13	34	4	69
11	33	1	68
1/6	2/9	3/2	4/9

Kevin (1) takes row 3 for 1 pt, Jim (4),  
Colin (33) takes row 2 for 6 pts,  
Michael (34), John (37), Bob (74),  
Don (83).

Hand 3 (1-74)

27			
20		65	72
18		63	71
14		62	68
10	55	60	67
1/9	2/7	3/7	4/4

Bob (10) takes row 1 for 1 pt, Colin (14),  
Kevin (18), Don (20), Michael (27),  
John (55) takes row 2 for 6 pts, Jim (72).

Hand 4 (1-74)

12			
11			
10			
8		5	
7	57	3	71
1/11	2/1	3/3	4/1

Bob (3) takes row 3 for 1 pt, Colin (5),  
Jim (35), Michael (38), Kevin (57) takes  
row 2 for 10 pts, Don (59), John (71)  
takes row 4 for 11 pts.

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Jim Reader	0	0	0	0	0
Michael Graystone	1	0	0	0	1
Bob Coull	1	0	1	1	3
Don Shailer	0	8	6	0	14
John Colledge	0	0	6	11	17
Colin Sharpe	12	6	0	0	18
Kevin Lee	5	1	0	19	25

Orders required

Round four - cards for each hand



# ACQUIRE 58

More empire building  
for everyone.

# ROUND 4

John 12-F Buys 3 American @ 400.  
Kevin 8-F Buys 3 Tower @ 200.  
Michael 4-D Buys 3 American @ 400.  
Bob 7-E Buys 1 Tower @ 200, 2 Continental @ 500.  
Tony 1-A Buys 3 Worldwide @ 300.  
John 12-E Buys 2 Luxor @ 200, 1 American @ 600.

	2-A	3-A	4-A	5-A	W	W	8-A	I	I	11-A	12-A
1-B		3-B		5-B	6-B	7-B	8-B	9-B	10-B	11-B	12-B
	2-C		4-C	5-C	6-C	F	F	9-C	10-C	11-C	12-C
1-D	2-D	3-D		5-D	6-D	F		8-D	9-D	10-D	11-D
1-E		3-E	4-E	T	6-E	F		8-E	9-E	10-E	11-E
1-F	2-F	3-F	4-F	T	6-F	7-F		9-F	10-F	11-F	
C	2-G	3-G	4-G	5-G	6-G	7-G	8-G	9-G	10-G	11-G	A
C	C	3-H		5-H	6-H	7-H	8-H	9-H	10-H	11-H	A
1-I	2-I	3-I	4-I	5-I	6-I	7-I	8-I	L	L	11-I	12-I

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	-	-	6	-	3	4	-	1,800	16,300
Bob Coull	-	4	4	5	1	2	2	1,100	19,400
Tony Wilcock	-	-	-	-	9	-	-	3,300	9,000
John Marsden	2	-	7	3	4	-	-	1,100	19,400
Kevin Lee	4	6	-	-	-	-	4	3,000	14,600
Bank Stock	19	15	8	17	8	19	19		
Chain Size	2	2	5	4	2	3	2		
Chain Value	200	200	600	500	300	500	400		

Playing sequence

Kevin, Michael, Bob, Tony, John, Kevin again





**BATTLE! 4**

Your Attribute research order is:  
MACPSDERBHX

**ROUND 19**

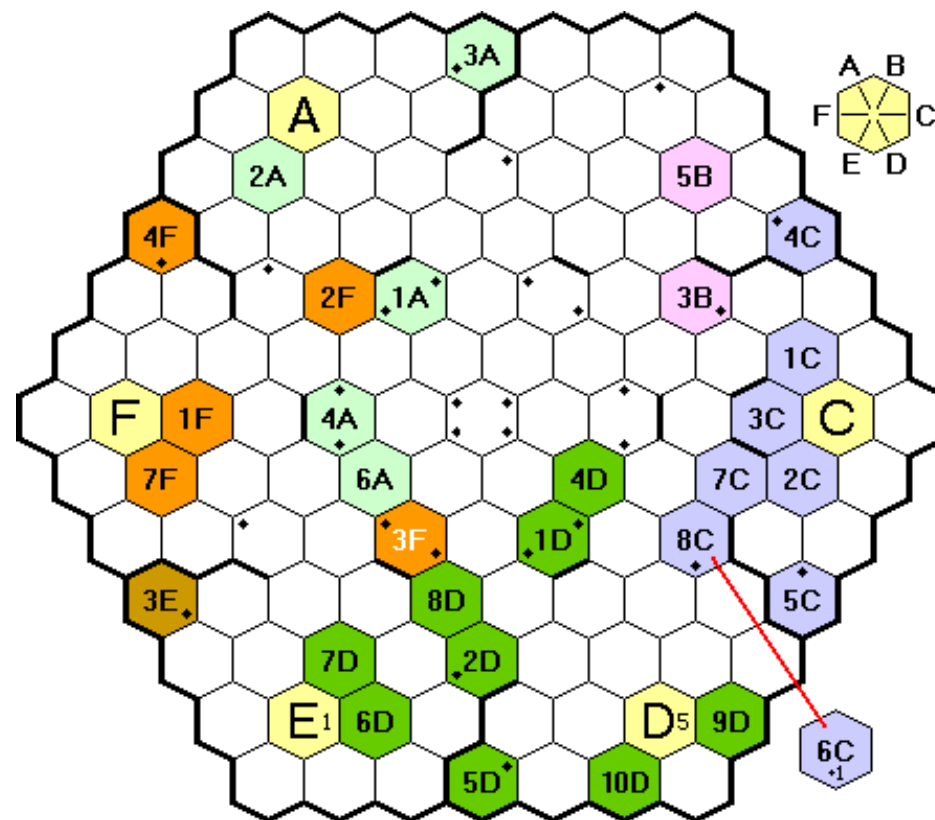
Research: None. New units: 1E (C).

Moves: 1A heads towards the centre for some extra power. 6C takes to the air and heads towards *Dynamo*. 4D also heads for the centre. *Free Friends* brings two units back to its base, while 2F heads towards *Anon* territory. Elite(g) gets it past 4A, but it sticks next to 1A in its new position.

Combat: 1A⇒2F (+3 vs defence) {6 hits}, 2A⇒2F {0 hits}, 6A⇒3F {8 hits \*}, 3C⇒4D {4 hits}, 6C⇒D base {5 hits}, 7D⇒E base {3 hits}, 8D⇒3F {8 hits \*}, 2F⇒2A (ignoring 1A) {4 hits}, 2F⇒1A (splitting fire) {2 hits}. \* = destroyed

Builds: None. Conversions: 6C converts 3D into 8C, 7D converts 1E into 6D.

Team	Research	PP	Units	M	A	C	P	S	D	E	R	B	H
<i>Anon</i> Allan Stagg	No research. Level 10	16	◆◆1A	1	4	1	1	1/0	3	2	2	1	
			2A	0	1	0	0	0/0	0	1	1		
			◆◆3A	2	0	0	2						
			◆◆4A	0	1	0	1						
			6A	4	4	4	0	1/0	5				
<i>Blob</i> Steve Ham	Defunct (Sixth)	-	◆3B	0	1	0	0	0/0	2				
			5B										
<i>Chaos</i> Marcus Pratt	No research Level 10	15	1C	1	0	0	0	0/0	0	1			
			2C	1	0	1	0	1/0					
			3C	3	2	1	2	1/1	4	2	3	0	1
			◆4C	1	0	1	0	1/1	0	0	0	1	
			◆◆5C	2	0	0	2						
			6C	3	5	1	0	0/0	1	2	2	0	1
			7C	1	0	0	0	1/0					
			◆8C										
<i>Dynamo</i> Mark Stretch	No research Level 5 Base at 5	10	◆◆1D	1									
			◆2D	1									
			4D	1	2								
			◆5D	2	1	1							
			6D										
			7D	2	3	1							
			8D	3	4								
<i>Elp</i> Michael Graystone	No research Level 6 Base at 1	2	◆3E	2									
<i>Free Friends</i> John Marsden	No research Level 9	13	1F	1	1	0	0	0/0	1				
			2F	3	2	1	0	0/0	3	4	3		
			◆4F	1									
			7F	2	2								



I had an combat order this time to target any unit using Elite(b). This is not possible, because all combat actions are simultaneous and conditional orders are not allowed unless based on the results of previous phases. You cannot know which units will be using this feature until combat starts, so cannot target on this basis. As it happened, it made no difference, but please bear this in mind.

I had two other orders to fire at one unit until all attributes were zero or it was eliminated, then switch to another unit. Technically this is also giving a conditional order in the middle of combat, but this one is more tricky. The way I treated it was to fire enough times to achieve the desired result. If the defending unit had a defence value, however, that would not be taken into account, with the number of shots worked out on the assumption that they all succeeded.

It looks like we could lose two more contestants next time.

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



BREAKING AWAY 21

One more dropped.

ROUND 7

Pos	Riders	New
58	Wiggy	3
57	Yatesy Kudov	4
56	-	
55	-	
54	-	
53	Catasauaqua Healer Boardy	3
52	Red Fur Mitre Conshohocken Givens Agnes Nitt	6
51	Block Magrat Garlick	11
50	Nanny Ogg Scudder Leonard Silver Fur Hazz Suquehanna Makes-Things	13
49	Granny Weatherwax	15
48	-	
47	-	
46	-	
45	-	
44	-	
43	Human	3

Dennis Frank (4)		Fuzzy Riders:			
A	Red Fur (3)	3	4	6	10
B	Healer	3	4	13	
C	Silver Fur	3	4	13	
D	Makes-Things (1)	3	10	13	
Jim Reader (2)		Team Lenape:			
A	Catasauaqua	3	3	9	15
B	Conshohocken (2)	4	6	15	
C	Tamaqua	Dropped:			
D	Suquehanna	3	13	15	
Mike Reeves		HasBeens:			
A	Yatesy	3	3	4	6
B	Boardy	3	3	3	
C	Wiggy	3	4	5	
D	Liggy	Dropped:			
Allan Stagg (23)		Beanz:			
A	Mitre (10)	4	5	6	
B	Kudov (8)	4	4	4	
C	Hazz (5)	3	9	13	
D	Human	3	3	3	
Mark Stretch		Witches Abroad:			
A	Granny Weatherwax	3	6	10	15
B	Nanny Ogg	5	6	13	
C	Magrat Garlick	4	11	12	
D	Agnes Nitt	4	4	6	
Rob Thomasson (10)		Hard Boiled:			
A	Block (4)	4	9	11	
B	Scudder (6)	3	3	13	
C	Leonard	13	14	15	
D	Givens	6	12	15	



Human is trailing and will be dropped next time. Allan asked if this was the end of the Human race - and it is, indeed. We probably won't notice anything different, though.

It is useful if you list your riders from A to D rather than in any other order.

Orders required

Cards for round eight



BUS BOSS 331-SCT

Kirkcaldy suddenly has three routes serving the town.

ROUND 4

Scotland		
Scottish Antiquated Motors (SCAM) (Pete Campbell, Blue)		
Perth - Aviemore	68 - 15	53
Bloody Useless Management (BUM) (Jim Reader, Yellow)		
Crianlarich - Dumbarton	66 - 9	57
One Man's Routes (OMR) (Mark Stretch, Red)		
Edinburgh - Kirkcaldy, Paisley - Ardrossan	63 - 11	52
Tartan Army Bus Services (TABS) (Don Shailer, Purple)		
Edinburgh - Kirkcaldy, Coatbridge - Falkirk	67 - 11	56
Scotland's Local Operators' Buses (SLOB) (Roger Trethewey, Black)		
Stirling - Dunfermline - Kirkcaldy	65 - 10	55

Routes

Buy in the order Jim, Mark, Don, Roger, Pete



BUS BOSS 333-CRO

They're off, all forming part of one large network.

ROUND 1

Croydon		
Bus Routes Across Croydon Eventually (BRACE) (Pete Campbell, Blue)		
Shirley Park - Woodside - Beckenham - Penge	100 - 12	88
Croydon Access Routes (CAR) (Bob Coull, Black)		
Selsdon - Central Croydon - Shirley Park	100 - 12	88
Bloody Useless Management (BUM) (Jim Reader, Yellow)		
Thornton Heath - West Croydon - Central Croydon - South Croydon	100 - 12	88
Graystone Relies on Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)		
Mitcham - Central Croydon - South Croydon	100 - 12	88
Tooting Enterprises Are Rampant (TEAR) (Kevin Lee, Green)		
Streatham Hill - Streatham Common - Thornton Heath	100 - 12	88

GRUBBY got his second choice, not because his first has been taken, but because it would have cost 13 points.

Routes

Buy in the order Bob, Jim, Michael, Kevin, Pete





Bus Boss 329-FRA

MARS is being left behind.

ROUND 8

France

Round 8 Runs		LIFT	GRUB	MARS	JAUNE	FROG	
4	Q♣ Lille K♦ Lorient	① MARS 15		+6/-5			16
		① GRUBBY 15		+5/-6			14
8	3♠ Pau A♥ Paris	① JAUNE 30		-2			28
		✕ GRUBBY			+2		2
10	4♠ Clermont Ferrand A♣ England	① GRUBBY 13				+4	17
		② MARS 7				-6	1
		② LIFT 6					6
		④ FROGGIE 4		-4	+6		6
11	10♥ Mulhouse 9♣ Boulogne	① FROGGIE 30		-1			29
		✕ GRUBBY				+1	1
12	9♦ Tours 4♥ Paris	① JAUNE 15		+4/-3			16
		① GRUBBY 15			+3/-4		14
13	6♠ Grenoble 10♣ Calais	① FROGGIE 20	+3				23
		② LIFT 10		-1		-3	6
		✕ GRUBBY	+1				1
14	K♠ Italy Q♥ Nancy	① LIFT 15			-3	+6/-4	14
		① FROGGIE 15	+4/-6		-3		10
		✕ JAUNE	+3			+3	6
15	3♥ Paris J♠ Toulon	① LIFT 16			+7		23
		② FROGGIE 9	-5				4
		③ MARS 5	-7			+5	3
16	5♠ St.Etienne 6♣ Le Havre	① LIFT 16		+4	+5		25
		② MARS 9	-5				4
		③ GRUBBY 5	-4				1
17	5♥ Reims 7♦ La Rochelle	① MARS 20				-4	16
		② GRUBBY 10				-5	5
		✕ FROGGIE		+5	+4		9

Round 8 Routes

Modern Autoroutes for Reliable Services (MARS) (John Marsden, Green)  
La Rochelle - Bordeaux, Lille - Dunkerque (11)

Graystone Relies on Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)  
Orleans - Limoges, Dunkerque - Belgium (12)

Jolly Autobuses Utilizing Nifty Engines (JAUNE) (Jim Reader, Yellow)  
Clermont Ferrand - Nimes (10)

Lost In France Together (LIFT) (Bob Coull, Black)  
Dijon - Nancy - Metz (11)

French Road Organisational Group Grounded In Europe (FROGGIE) (Colin Sharpe, Blue)  
Reims - Metz, Mulhouse - Strasbourg (12)

Scores

	Runs:	4	8	10	11	12	13	14	15	16	17	Routes	Score
FROGGIE	63	-	-	6	29	-	23	10	4	-	9	-12	132
LIFT	58	-	-	6	-	-	6	14	23	25	-	-11	121
JAUNE	54	-	28	-	-	16	-	6	-	-	-	-10	94
GRUBBY	25	14	2	17	1	14	1	-	-	1	5	-12	68
MARS	25	16	-	1	-	-	-	-	3	4	16	-11	54

Round 9 Runs

3. 5♦ - 2♣ Toulouse to Cherbourg . . . . . (not yet available)  
6. A♦ - 8♥ Spain to Dijon . . . . . (not yet available)  
18. 9♥ - 3♣ Metz to Caen  
19. Q♦ - 8♠ Brest to Marseille . . . . . (not yet available)  
20. 7♣ - 10♦ Dieppe to Nantes  
21. K♣ - 10♠ Belgium to Narbonne  
22. 9♠ - J♦ Marseille to Rennes  
23. 8♦ - 3♠ Limoges to Lyon  
24. 5♣ - J♥ Rouen to Strasbourg  
25. J♣ - 6♦ Dunkerque to Bordeaux  
26. K♥ - 8♣ Germany to Amiens

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





HOMESTEADERS 1

All simple enough so far.

ROUND 1

Worker Allocation									
Rob	1	Homestead	{W}						
Michael	1	Homestead	{W}						
Bob	1	Homestead	{W}						

Income and Payroll									
Rob	Gains \$ \$ W	Pays \$1 for 1 worker							
Michael	Gains \$ \$ W	Pays \$1 for 1 worker							
Bob	Gains \$ \$ W	Pays \$1 for 1 worker							

Auctions			Auction 1 {R or C} : Auction 2 {R}						
Rob			Michael			Bob			
3 on Auction 1			5 on Auction 1			5 on Auction 2			
Pass to Railroad Track									
Gains a Trade token									

Building									
Michael	Builds a Market	for 1 wood							
Bob	Builds a Farm	for 1 wood							

Resources													
	\$	Wrk	W	F	S	G	C	L	Debt	T	Inc	VPs	RT
Rob Thomasson	7	1	1	-	-	-	-	-	-	1	-	-	T
Michael Longdin	2	1	-	-	-	-	-	-	-	-	-	2	-
Bob Coull	2	1	-	-	-	-	-	-	-	-	-	-	-

	RT	ML	BC	Income
Homestead	✓	✓	✓	\$ \$ {Wood} {VP}
Farm	-	-	✓	{Trade token + \$ \$} {Food}
Market	-	✓	-	Trade token { \$ \$ }

Auction 1			Auction 2			Auction 3		
I			Worker and RT			-		
3	4	5	6	7	9	12	16	21

If Rob passes on the auction next time, he can choose between a Trade token or an income token from the Railroad Track. Mind you, he has the lion's share of the cash at the moment, so perhaps that is unlikely.

These are the buildings available during the Settlement period, which lasts for the first four rounds of the game.

	RT	ML	BC	VPs	Cost	Income	Special
Settlement							
Farm {2}	-	-	✓	-	W	{T \$ \$} {F}	
Grain Mill {2}	-	-	-	2	WS	F	
Market {2}	-	✓	-	2	W	T { \$ \$ }	{T+W=F / T+F=S}
Foundry {3}	-	-	-	-	-	{S}	
Steel Mill {1}	-	-	-	-	WWG	S	
Settlement/Town							
Boarding House {1}	-	-	-	-	WW	\$ \$	<-1 Debt> (End: 1 VP per I)
Railworker's House {1}	-	-	-	-	SS	T \$	(End: 1 VP per Wrk/Inc)
Ranch {2}	-	-	-	-	WFS	{L}	<T>
General Store {2}	-	-	-	2	S	T	{+\$ per sale}
Trading Post {1}	-	-	-	-	G	TT	
Copper Mine {2}	-	-	-	-	WWS	{C}	
Gold Mine {2}	-	-	-	-	WS	{G}	
River Port {2}	-	-	-	-	W	{G}	{Use G for C or L}
Residential	The number of each building is in {braces} to the right of the building name. Income shown in {braces} requires a worker. {{Double braces}} requires two workers. <Chevrons> indicate something that happens when the building is built.						
Commercial							
Industrial							

Marketplace			
Buy		Sell	
T+\$=W	T+\$+\$=F	T+W=\$+VP	T+F=\$+\$+VP
T+\$+\$+\$=S	T+\$+\$+\$+\$=G	T+S=\$+\$+\$+VP	T+G=\$+\$+\$+\$+VP
T+G=C	T+G=L	T+C=G+VP	T+L=G+VP
Recruit a worker for T+F			

Railroad Track					
-	Trade	Income	Worker	Any resource	+3 VPs

Orders required
Allocate workers, income, bidding and building - bidding starts with Michael



**OUTPOST 29**

A number of colony cards  
go for cost price.

**ROUND 12**

Commander Actions

Pete Auctioned an Orbital Lab for 50. Mark joined at 51, Marcus at 65. Pete dropped out at 65, Marcus at 66. Mark got it for 66 (o:2,5 t:44 m:15)  
 ▶ Bought one New Chemicals Factory (o:2 w:8 r:15 m:17,18)  
 ▶ Bought one Research Factory (o:3,3 w:6,7 r:11)  
 ▶ Bought two Robots (o:4 w:8,8)  
 Lyndon Auctioned an Ecoplants for 30 and got it (w:30)  
 ▶ Auctioned an Ecoplants for 30 and got it (t:13 m:17)  
 ▶ Auctioned an Ecoplants for 30 and got it (o:5 t:9,9,11)  
 Mark Bought one Titanium Factory (w:30)  
 John Bought two Titanium Factories (w:4,7,7,8 t:7,9,9,9)  
 Marcus Bought two New Chemicals Factories (w:30 t:10 r:14,15 n:14,18,20)  
 Jim Bought one Population Unit (o:4 w:6)  
 Willem Auctioned a Scientists for 40 and got it for 40 reduced to 0 after Data Library discounts  
 ▶ Auctioned a Warehouse for 25 and got it (w:5,6,6,8)

PO	Name	Factories	Population	Robots	Production
1	Lyndon	2o,4w,4t	8 (13)	0 (0)	1W,1T,1m (91,15)
2	Pete	2o,5w,3r,1n	8 (8)	3 (8)	2o,5w,3r,1m,1n (117,15)
3	Mark	2o,4w,5t	5 (5)	5 (5)	3o,4w,1t,1T,2m (125,15)
4	Marcus	2o,4w,1t,4n	8 (8)	0 (0)	2o,3w,1t,1r,1N (138,10)
5	John	2o,4w,5t	8 (8)	1 (8)	1w,1W,1t,1T (91,10)
6	Jim	2o,4w,1t	8 (8)	1 (8)	3o,10w,2t (99,15)
7	Willem	2o,5w	5 (5)	0 (0)	1o,8w,1r (72,15)

PO	Name	Colony Cards	Final phase starts at 40 VPs	Victory Points
1	Lyndon	HE, Nod, OL, Eco, Eco, Eco, OP		38 (295)
2	Pete	WH, Nod, OL, Rob, Lab		30 (230)
3	Mark	WH, HE, OL, OL, Rob		26 (205)
4	Marcus	HE, Nod, Sci		22 (95)
5	John	DL, HE, Nod, Rob		21 (120)
6	Jim	WH, HE, Nod, Rob		15 (130)
7	Willem	DL, DL, DL, DL, WH, Sci		12 (125)

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

Orders required

Round thirteen auctions, bids and purchases



**RAILWAY RIVALS 2160-KT**

It's a close run  
thing at the back.

**ROUND 12**

Kansas

Round 12 Runs

			CUES	GREAT	BB	COLIN	REBUS	
36	44 Morristown 51 Frankfurt	① BB 16 ② CUES 7 ② REBUS 7					+6	22 7 1
37	32 Columbia 42 Knoxville	① CUES 13 ① GREAT 12 ③ REBUS 5	+1				-1	12 12 6
38	12 Paducah 52 Lexington	① BB 16 ② COLIN 9 ③ GREAT 5		+1 +2				17 11 2
39	22 Henderson ④4 Virginia/ West Virginia	① BB 16 ② COLIN 9 ③ GREAT 5		+3	+1/-3		+3/-1 -3	18 10 2
40	23 Hopkinsville 65 Johnson City	① CUES 20 ② REBUS 10						20 10
41	14 Jackson 64 Hazard	① COLIN 20 ② CUES 10 ✗ BB ✗ REBUS	+1 +5 +1		-5	-1	-1	21 3 5 1
42	34 Nashville ②2 Illinois/Indiana	① BB 13 ② GREAT 8 ③ COLIN 4 ③ REBUS 4 ✗ CUES	-5	+1/-1 +1/-1	+1/-1 +2/-1		+1/-2 +1/-1	7 8 5 4 5

Scores

	Runs:	36	37	38	39	40	41	42	Score
B-BUCKET	273	22	-	17	18	-	5	7	342
GREAT	272	-	12	2	2	-	-	8	296
CUES	204	7	12	-	-	20	3	5	251
COLIN	199	-	-	11	10	-	21	5	246
REBUS	223	1	6	-	-	10	1	4	245

With just 6 points across the last three, anyone could have been in any place - but this is how it worked out.

1st	Steve Ham	BARGAIN BUCKET	342
2nd	Michael Graystone	GREAT	296
3rd	Bob Coull	CUES	251
4th	Colin Sharpe	COLIN	246
5th	Rob Thomasson	REBUS	245

Congratulations to Steve on a clear win. We'll round it up next time.



RAILWAY RIVALS 2178-MA

Close at the back.

ROUND 7

Malta

Round 7 Runs			RAM	MIST	BUM	OMR	MR	
1	26 Marsaxlokk 12 Valletta	① MR	16	+1				17
		② RAM	9				-1	8
		③ BUM	5					5
2	35 Attard 11 Valletta	① RAM	13		+1	+1		15
		② OMR	6	-1				5
		② BUM	6	-1				5
		② MIST	5					5
3	43 Birkirkara 66 Naxxar	① MIST	15		+1			16
		① BUM	15		-1			14
4	55 Mgarr ④ Airport	① OMR	13		-3			10
		② RAM	7		-2			5
		② MR	6	+2				8
		④ MIST	4				-2	2
		✕ BUM		+2		+3		5
5	61 Rabat 23 Marsaskala	① RAM	16					16
		② MR	7			+3		10
		② OMR	7				-3	4
6	53 Bugibba 42 Imsida	① MIST	20		+2			22
		② BUM	10		-2			8
7	32 Qrendi ⑤ Western sights	① MR	20	-5				15
		② OMR	10	-1				9
		✕ RAM				+1	+5	6

**Builds**  
Rails Across Malta (RAM) (Pete Campbell, Blue)  
U21 - V21 - V14 - U13, F24 - F23. -10 (builds) -2 (MIST) -1 (OMR) +1/-1 (MR) = -13

Maltese Island Sunny Transport (MIST) (Bob Coull, Purple)  
Zebbug - H21 - G20 - Siggiewi, G32 - H33 - H34 - Marsaxlokk.  
-6 (builds) +2 (RAM) -1 (BUM) -2 (MR) = -7

Bloody Useless Management (BUM) (Jim Reader, Yellow)  
None. +1 (MIST) +1 (MR) = +2

One Man's Railways (OMR) (Mark Stretch, Red)  
None. +1 (RAM) +4 (MR) = +5

Maltese Rails (MR) (Roger Trethewey, Black)  
Siggiewi - H20 - Zebbug, J19 - N17 - N16 - O15 - Mosta.  
-10 (builds) +1/-1 (RAM) +2 (MIST) -1 (BUM) -4 (OMR) = -13

Scores										
	Runs:	1	2	3	4	5	6	7	Builds	Score
MIST	106	-	5	16	2	-	22	-	-7	144
MR	78	17	-	-	8	10	-	15	-13	115
OMR	39	-	5	-	10	4	-	9	+5	72
BUM	29	5	5	14	5	-	8	-	+2	68
RAM	30	8	15	-	5	16	-	6	-13	67

**Round 8 Runs**  
8. 45 - 34 Paola to Zebbug  
9. 24 - 54 Tarxien to Qawra  
10. 22 - 41 Zabbar to Gzira  
11. 15 - ⑥6 Sliema to Ancient sights  
12. 13 - 64 Valletta to Dingli  
13. 52 - 31 St.Pawl to Zurrieq  
14. 62 - ②2 Rabat to Southern sights

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



RAILWAY RIVALS 2194-MN

BUM claims a handful of towns.

ROUND 2

Minnesota {15 points for these builds}  
Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)  
F18 - Mankato - F13 - E13 - Pipestone, F13 - New Ulm.  
26 +3 (towns) -1 (FEAR) +1 (MARS) = 29

Ham's Engines Are Rubbish Timberwolves (HEART) (Steve Ham, Purple)  
L16 - St. Cloud - R13 - Sauk Center - R9 - U8 - Fergus Falls.  
22 +3 (towns) = 25

Fairmont Railways Are Rampant (FEAR) (Kevin Lee, Red)  
I14 - New Ulm - E12 - Fairmont, U10 - V9 - Wadena, V9 - Detroit Lakes - A47 - A45.  
27 +12 (towns) +1 (GREAT) = 40

Making Alternative Routes Superior (MARS) (John Marsden, Green)  
U22 - Superior, Minneapolis - G16 - Albert Lea.  
29 +6 (towns) -1 (GREAT) = 34

Bloody Useless Management (BUM) (Jim Reader, Yellow)  
P15 - St. Cloud, B61 - Hibbing, C61 - Eveleth, C61 - Grand Rapids - C54 - Cass Lake - D52.  
23 +21 (towns) = 44

Builds
Up to 15 points excluding payments to rivals





RAILWAY RIVALS 2205-M

Back home for this outing.

NEW GAME

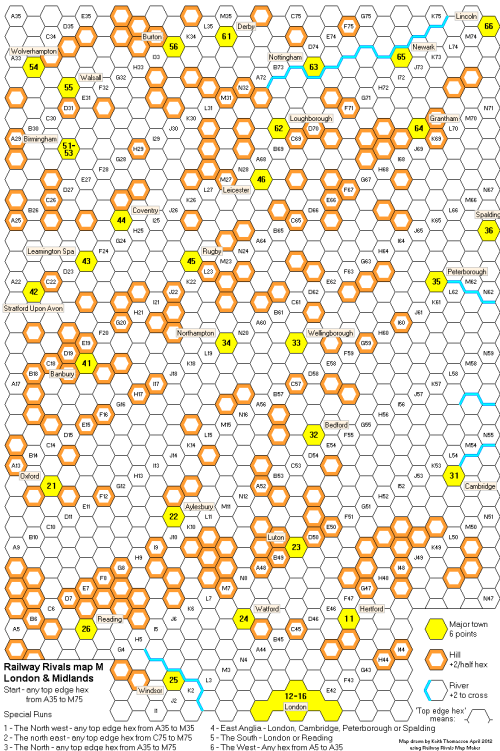
Bob Coull 1 Lingfield House, Lancaster Street, London, SE1 ORW  
John Marsden 91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS  
Jim Reader 5350 Woodcock Circle, Coopersburg, PA18036, USA  
Don Shailer 10 Winterton Drive, Aylesbury, Bucks, HP21 9BD  
Colin Sharpe 94 Surrey Grove, Sutton, Surrey, SM1 3PN

Maps are supplied to all the players. The starting town choices for this map are any top edge hex. Note that a top edge hex is one that protrudes from the map, so A35, C35 or E35 would be OK, but B35 or D35 would not.

This map is mostly about winding around the hills to build your routes. London is a big place with six hexes to its name. There will be no building within London, just make your connection. Any entry point will qualify for all of the key numbers.

Set up

Please provide a company name and give start town and colour preferences



SAINT PETERSBURG 3

Do these Aristocrats take your fancy?

PHASE 6-B

Rob		Kevin		Bob		Tony	
+ Hospital		+ Customs House		+ Hospital		+ Customs House	
Observes Aristocrats and discards Warehouse Manager		+ Hospital from hand		x		x	
x		x		Buys 10 VPs for 20 Rubles (2 Pubs)			



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Tony	14	37	18r + 0vp	1r + 13vp	14r + 0vp	Aristocrat	2
Rob	25	34	30r + 3vp	6r + 14vp	12r + 4vp	Building	0
Kevin	10	58	18r + 0vp	5r + 21vp	12r + 4vp	Trading	11
Bob	23	48	33r + 3vp	0r + 4vp	13r + 7vp	Worker	0

Players	Cards in hand	Cards in play
Tony	x	Gold Miner x 2, Ship Builder x 2, Weaving Mill, Catherine the Great's Palace, Customs House, Library, Market, Administrator, Builder, Secretary, Warehouse Manager
Rob	Tax Man, Warehouse Manager	Fur Shop, Fur Trapper, Lumberjack, Shepherd x 2, Ship Builder x 3, Wharf, Hermitage, Hospital, Market x 2, Observatory, St.Isaac's Cathedral, Author x 2, Administrator, Chamber Maid, Judge, Warehouse Manager
Kevin	Senator	Fur Trapper x 2, Lumberjack x 3, Shepherd, Customs House x 3, Firehouse x 3, Harbour, Hospital, Administrator, Controller, Mistress of Ceremonies
Bob	x	Fur Shop, Fur Trapper, Gold Miner x 3, Lumberjack x 2, Weaving Mill, Wharf, Hospital, Pub x 2, Warehouse, Author, Judge, Minister of Foreign Affairs, Pope, Secretary

Orders required

Round six Aristocrat phase led by Tony



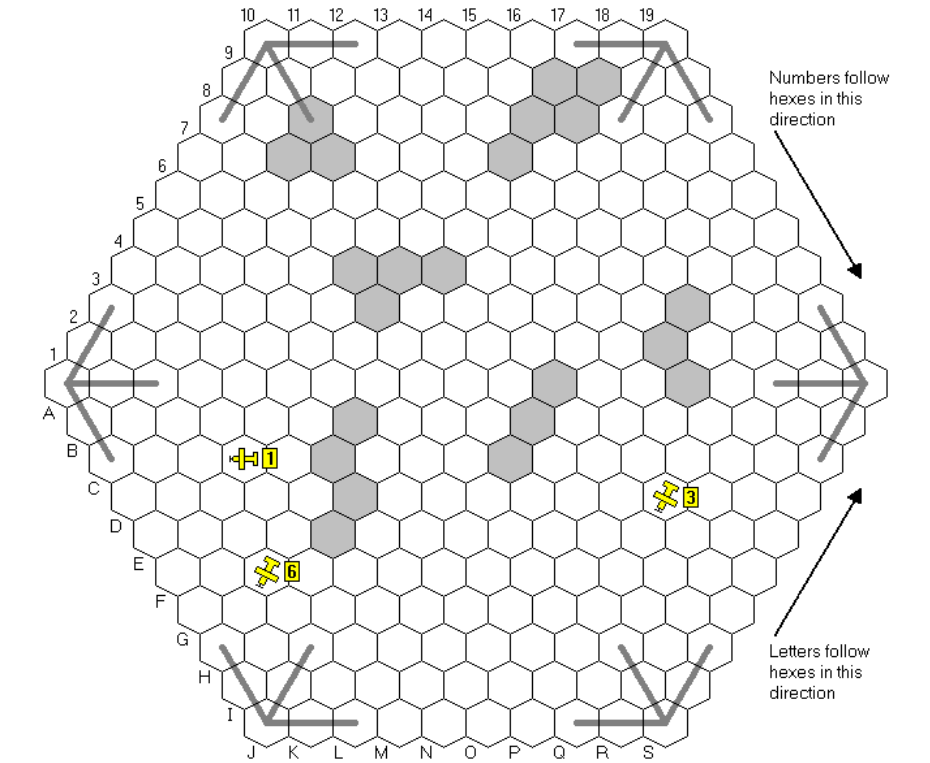


SOPWITH T353FW

The mouse is in sight...

ROUND 17

Pilot	Starts	Moves	Ends	A:D:P
1 The Brown Baron Michael Graystone	H6-NW	LT, A, 0 (1 kill) {Airfield: A1}	F4-W	09:11:21
3 Wizard Prang Jim Reader	P16-SE	RT, A, A {Airfield: J19}	P13-SW	16:10:00
6 Glider Hugo Griffin	F4-SW	A, LS, LS (1 1/2 kills) {Airfield: J1}	H3-SW	00:05:26



The clouds moved east. *The Brown Baron* takes damage from the clouds while seeking out *Glider*. *Wizard Prang* has turned towards the battle zone.

PREVIEW

Despite my current low level of enthusiasm, I started the 1830 and Railway Rivals games, and present a schedule for the future.



I have to be realistic and say that new games in the immediate future are subject to me feeling comfortable in starting them. If I continue to have concerns about my commitment, then it would be better to hold off rather than start something that may be doomed to disappear before it finishes.

Some people can help and stop sending me 'conversational' orders. These are orders that describe what you want to do but don't actually include any specific orders telling me how you intend to achieve your goals. You should be controlling your games, not me. These sort of orders leave me having to make critical decisions for the players, which I do not like.

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

- #191: 7 Wonders, Battle!
- #192: Acquire, Bus Boss

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Feb 20	...mais n'est-ce pas la gare? 127
Feb 25	Fury of the Northmen 7, Ode 329
Mar 6	Save Your XXs For Me 94
Mar 7	Minstrel 357
Mar 20	The Tangerine Terror 57, Variable Pig 133
Mar 21	...mais n'est-ce pas la gare? 128
Apr 5	Devolution 90, Fury of the Northmen 8
Apr 6	Minstrel 358
Apr 7	Ode 330

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.

	Rating	
- David Smith	3.478	The rating system is:  5 points for a win 3 points for second 1 point for third
▲ Lyndon Gurr	3.382	
- Tony Bromley	3.364	
- Pete Campbell	3.333	
- Marcus Pratt	2.833	
- Mark Frueh	2.786	
- Lionel Robbins	2.727	
- Steve Thomas	2.611	
- Tony Robbins	2.318	
- Alan Harvey	2.314	
▲ Michael Graystone	2.301	
- Stephen Webb	2.226	
▼ Rob Thomasson	2.215	

## NEWS FROM THE ROCK

[www.fwtwr.com/fwtwr/](http://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	3.889
- Ken Boucher	3.345
▲ Per Hallberg	3.182
▼ David Hilbert	2.805
▲ Pete Campbell	2.767
- Rob Thomasson	2.588
▲ John Boocock	2.444
- Victor Cronshaw	2.419
- Michael Graystone	2.191
- Mick Haytack	2.111
- Neil McConnell	2.071
▲ Willem Moene	2.019
- John Colledge	2.013
- 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 e935	John Boocock
Puerto Rico e954	David Hilbert
Puerto Rico e959	Willem Moene

- ★ New games and start dates:

Acquire e970	Feb 22nd
Ra e971	Feb 24th
Carcassonne e972 {Inns & Cathedrals}	Feb 24th
1856 e973 {1856-Q32}	Feb 26th
Acquire e974 {Special Powers}	Mar 19th
Puerto Rico e975	Mar 25th
Ingenious e976	Mar 28th
Princes of Florence e977	Apr 9th



## WHO PLAYS WHAT

Howard Bishop	...	HS1	Willem Moene	...	1825-X31, 1830-S32, 1861-F31, 1870-N29, 1870-A32, OP29
John Boocock	...	1825-X31, 1829-A30, 1861-R29, OP29	Marcus Pratt	...	Bat4, OP29
Pete Campbell	...	1829-A30, 1861-F31, 1870-N29, BB-331-SCT, BB-333-CRO, OP29, RR2178-MA	Jim Reader	...	6n16, BA21, BB-329-FRA, BB-331-SCT, BB-333-CRO, OP29, RR-2178-MA, RR-2194-MN, RR-2205-M, Sop353
John Colledge	...	6n16	Mike Reeves	...	BA21
Bob Coull	...	6n16, Acq58, BB-329-FRA, BB-333-CRO, RR-2160-KT, RR-2178-MA, RR-2205-M, StP3	Lionel Robbins	...	1825-X31, 1829-A30, 1861-F31, 1870-A32
Dennis Frank	...	BA21	Adam Romoth	...	1830-S32, 1856-E31, 1870-A32
Mark Frueh	...	1856-E31, 1870-N29	Don Shailer	...	6n16, BB-331-SCT, RR-2205-M
Michael Graystone	...	6n16, Acq58, Bat4, BB-329-FRA, BB-333-CRO, RR-2160-KT, RR-2194-MN, Sop353	Colin Sharpe	...	6n16, BB-329-FRA, RR-2160-KT, RR-2205-M
Hugo Griffin	...	Sop353	John Shelley	...	1825-X31, 1829-A30, 1830-S32, 1856-E31, 1861-R29, 1870-A32
Lyndon Gurr	...	1861-R29, 1861-F31, 1870-N29, 1870-A32, OP29	Don Smith	...	1830-S32, 1856-E31, 1861-R29, 1861-F31, 1870-N29
Steve Ham	...	RR-2160-KT, RR-2194-MN	Allan Staggs	...	Bat4, BA21
Mike Hutton	...	1825-X31	Mark Stretch	...	Bat4, BA21, BB-331-SCT, OP29, RR-2178-MA
Kevin Lee	...	6n16, Acq58, BB-333-CRO, RR-2194-MN, StP3	Rob Thomasson	...	1829-A30, 1856-E31, BA21, HS1, RR-2160-KT, StP3
Michael Longdin	...	HS1	Roger Trethewey	...	BB-331-SCT, RR-2178-MA
John Marsden	...	Acq58, Bat4, BB-329-FRA, RR-2194-MN, RR-2205-M	Tony Wilcock	...	Acq58, StP3



## OUTSIDE EDGE

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## DEADLINES

Wednesday May 9th 2012

18xx games - Friday May 4th

Future deadlines:            18xx games: June 1st                    Other games: June 6th

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