

FOR WHOM THE DIE ROLLS

October 2012

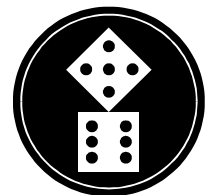
Published by Keith Thomasson

Issue 195

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 #195, 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).

E-mail: Keith@Thomasson.com Web site: www.fwtwr.com
 Subscription payments can be sent via PayPal to Keith@Thomasson.com
 Please specify the currency for international payments as GBP

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...

None

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
- ⇨① 1837 Pete Campbell, John Hopkins, Don Smith, Mark Frueh
- ⇨① 1856 Mike Hutton, Don Smith, Lyndon Gurr, Mark Frueh
- ⇨⑥ 18C2C Pete Campbell, Mark Frueh
- ⇨② 18Rhl Rhineland Willem Moene, Pete Campbell, Alan Harvey
- ⇨① Acquire Tony Wilcock, Bob Coull, Kevin Lee, John Marsden
- ⇨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
- ⇨③ Saint Petersburg 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...

- ③ Breaking Away Steve Ham, Jim Reader, Kevin Lee
- ⚙ Bus Boss Jim Reader, Roger Trethewey, Kevin Lee, Michael Graystone, John Marsden
- ⇨① Railway Rivals Jim Reader, Bob Coull, Steve Ham, Kevin Lee, John Marsden

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

START

Welcome to issue #195. This is one of those two-stage issues. Everything that could be done was finished a couple of days before TringCon arrived to keep me busy, but the lack of necessary orders stopped me from getting it all done then. As is so typical, the delay ended up being more than just the long weekend that is TringCon, with all sorts of other things taking priority. However, with just a couple of days before we shoot off to Essen, this is finally being finished.

It just goes to show how putting time aside for the zine only works if all the orders arrive on time so that the set aside time can be used as intended.

Speaking of TringCon, we had a full house at the September event. So full, in fact, that I had to resort to an extra e-mail to remind people that if you haven't booked, you shouldn't just turn up. It had the desired effect, even to the point of getting cancellations from people who couldn't make it but were still on the list, which allowed some people on the waiting list to join the day.

There are already over 40 people booked for the next TringCon, which is on Saturday April 6th. If you want to be involved, it would be good to book early and claim a space.

The coming week sees this year's event at Essen, which I am less involved with organising. Well, not at all, actually, but we will be going, making it the fifteenth year in a row we have been. Quite a sobering thought...

I spent some time going through the preview on BoardGameGeek, which is as hard to find as it has been in the past. Well, maybe not for some, but I do find it incredibly difficult to find stuff on BoardGameGeek if it isn't an actual game I am looking for.

I have tried to make my list of things to look out for a lot shorter than in previous years. This does not preclude me from picking up other items along the way, but should stop me from spending time hunting for obscure things. One of the most eagerly anticipated things are the new t-shirt designs from Doris and Frank, which perhaps says a lot.

A number of items on my list are expansions to games I already have. These include Eclipse: Rise of the Ancients, Carson City: Gold & Guns, Race for the Galaxy: Alien Artifacts and Alien Frontiers: Factions. New games that have caught my eye include Tzolkin: The Mayan Calendar (which I am buying in for the shop, shown on the cover), Keyflower (also buying stock), Colonies and The Great Zimbabwe. This last game is from Splotter Spellens, whose games are always worth a look. I don't know if the title will put some people off given the current stats of Zimbabwe, but as this is about building a trade-based civilisation in ancient Africa, the game itself should pose no problems.

One game I pre-ordered late was Sheepdogs of Pendleton Hill from StrataMax Games. This is designed by Max Michael, who has done some interesting stuff in the past, but the title of this one alone drew me in. After all, where there are sheepdogs, there are usually sheep and games with sheep can be fun. Whether I will get one of the limited Wolf booster decks remains to be seen, although I somehow doubt it considering how late I put my order in.

A peek outside shows that while it is as gloomy as it has been all day, it does not appear to be raining. A quick walk with Braetach would set me up for printing the zine, especially as Valerie will be home late tonight, so I have the time... ⚙



1825-X31	Three new companies are floated.	SR7
-----------------	----------------------------------	------------

Stock Round 7

Mike	{John Boocock}	Lionel	John Shelley	Willem
+ GNR new	✗	+ GCR/Dir	+ Cal pool	+ NER/Dir
+ GNR new	✗	+ GCR new	+ Cal new	+ NER new
+ GNR new	✗	+ GCR new	+ Cal new	+ NER new
+ GNR new {floated}	✗	+ GCR new	✗	- 1 LNWR + NER new
+ GNR new	✗	+ GCR new {floated}	✗	+ NER new {floated}
✗	✗	+ Cal new	✗	✗
✗	✗	✗	<i>Priority for SR8</i>	

Cash Flow	b/f	SR7	c/f	Value	%	Certs
Lionel Robbins	527	-502	25	2,352	29.0	17
John Shelley	286	-219	67	1,048	12.9	11
Willem Moene	389	-312	77	1,862	23.0	15
Mike Hutton	385	-355	30	1,739	21.5	13
{John Boocock}	332	0	332	1,103	13.6	5

Portfolio	Privates	LNWR	Mid	NER	NBR	Cal	L&YR	GNR	GCR	GSWR
Lionel Robbins	A&F	4D	-	-	1	1	7D	-	6D	-
John Shelley	TWW	-	-	-	8D	3	-	-	-	-
Willem Moene	C&HP	-	5	6D	-	2	2	-	-	-
Mike Hutton	-	1	5D	-	1	-	1	7D	-	-
{John Boocock}	L&M	2	-	-	-	3D	-	-	-	-

Bank (new)	-	-	4	-	1	-	3	4	10
Price (new)	100	82	82	76	76	71	71	71	67
Bank (pool)	3	-	-	-	-	-	-	-	-
Price (pool)	180	160	82	90	67	142	71	71	-
Company credit	10	20	820	70	330	80	710	710	-
Tokens	2	2	4	2	2	2	4	4	3
Trains	4.3	3.2	2	4.3	3	3.2	2.2	-	-

Bank cash: 14,469 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	4/4	5/4	6/3	7/5	8/9	9/9	55/2	56/2	69/2	114/1
115/1	12/2	13/1	14/5	15/2	16/2	17/1	18/2	19/2	20/1	21/1	22/1	23/5
24/5	25/-	26/2	27/1	28/3	29/2	30/1	31/1	52/1				

1825
Units 2-3

GameX31

Referee:
Keith Thomasson

Track may leave the grid if it connects to these areas

Track may leave the grid if it connects to these areas

Minor Companies			
Company	Home	Base	Train
Furness	M9	FR	5 550
GNoS	B12	GS	5 550
Highland	B8	HR	U3 410
M&C	K7	MC	3T 370
North Staffs	Q13	NS	3T 370

© Keith Thomasson 2012

Orders required for the following rounds	<i>By the early deadline</i>
OR10, OR11	<i>Adjudication can pause between rounds if requested</i>



1829-A30	Just the one round, which sees the last '5' train purchased.	OR17
-----------------	--	-------------

OR17	Pres	Lay	Survey	Run	Pay	Notes	Price	Credit	Trains
LNWR	PC	5:S15:2	▶T16	250	Yes	-	225▲	300	3
GWR	RT	41:U19:1	▶O19	160	No	①	160▲	30	5 4
Mid	JS	12:Q13:3	▶R12	390	Yes	②	126▲	10	5 5
LSWR	Rcvr	-	▶X24	200	No	-	76▼	520	3 3
GNR	LR	9:Q19:2	▶P20	150	Yes	-	100▲	100	4
LBSC	PC	12:S15:2	▶X18	130	Yes	③	90▲	240	5 3
GER	RT	24:S19:4	▶W15	250	Yes	-	100▲	110	4 3
GCR	RT	-	▶V8	290	Yes	-	56▲	110	5 4
L&YR	JS	8:N18:1	▶P20 !	240	Yes	④	64▲	10	4 3
SECR	Rcvr	4:W23:3	▶X22	140	No	⑤	10▼	170	-

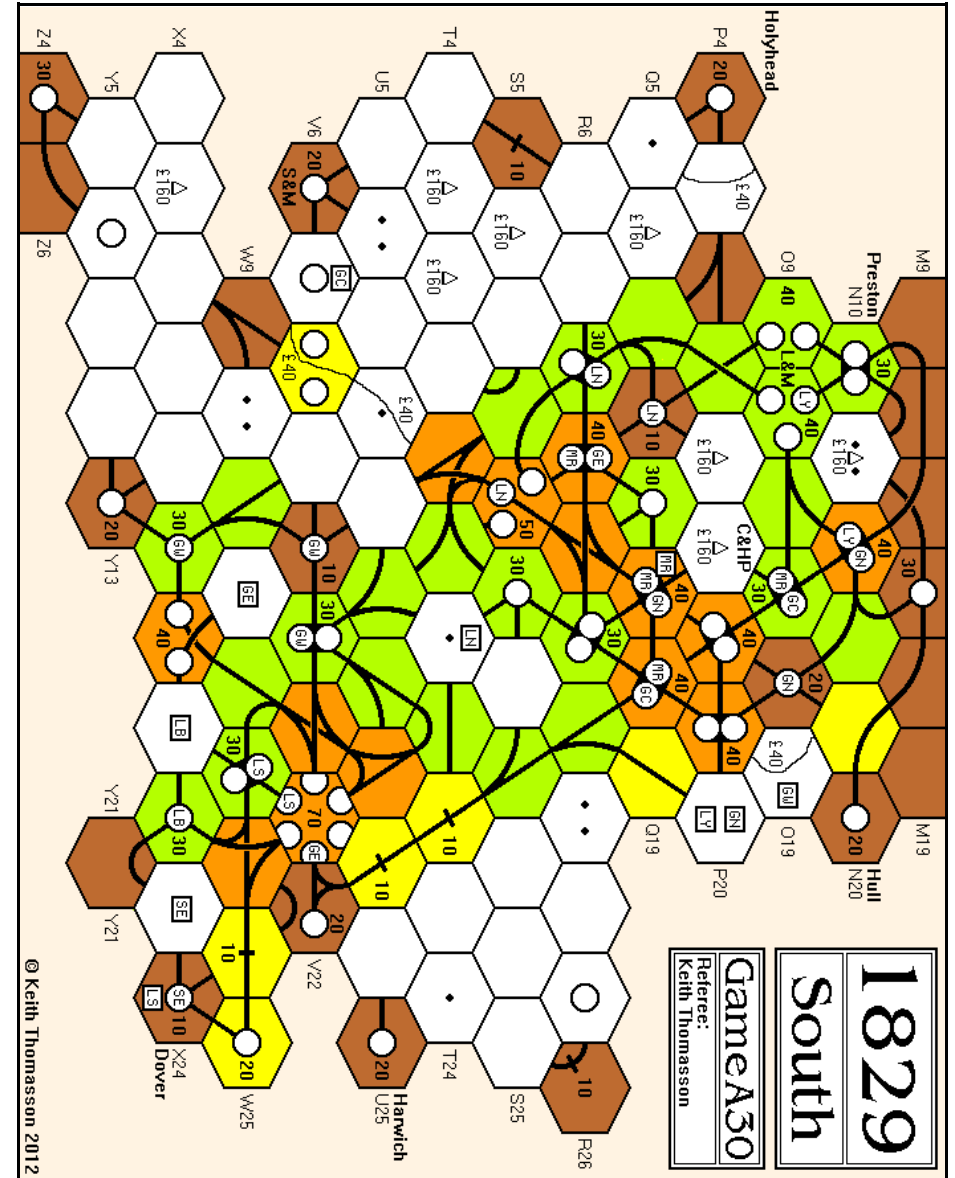
- Notes: ① 550 to the bank for a '5' train
 ② 100 to the bank for a token in R12
 ③ 260 to the LNWR for a '5' train
 ④ 40 to the bank for terrain costs
 ⑤ 10 to the bank to rent a '7' train

Cash Flow	b/f	OR17	c/f	Value	%	Certs
Pete Campbell	140	324	464	3,296	20.5▼	17
Rob Thomasson	969	414	1,383	3,442	21.4▼	18
John Shelley	235	567	802	3,527	22.0▲	18
Lionel Robbins	144	381	525	3,378	21.0▲	17
{John Boocock}	876	149	1,025	2,426	15.1▼	12

Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR	SECR
Pete Campbell	Holyhead	4D	2	-	-	4	5D	-	-	3	-
Rob Thomasson	S&M	1	5D	-	-	-	-	5D	9D	-	-
John Shelley	Harwich	1	1	7D	-	1	2	-	7D	-	-
Ⓢ Lionel Robbins	Hull, Prest	3	2	2	-	5D	-	3	1	-	-
{John Boocock}	L&M	1	-	1	5D	1	4	-	-	-	-

Bank (new)	Dover	-	-	-	-	-	-	-	-	-	4
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)	C&HP	-	-	-	5	-	-	-	-	-	6D
Price (pool)		250	160	126	76	100	90	100	56	64	10
Company credit		300	30	10	520	100	240	110	110	10	170
Tokens		3	3	1	3	2	3	2	2	1	2
Trains		3	5 4	5 5	3 3	4	5 3	4 3	5 4	4 3	-
Bank cash:	15,801	Certificate limit:		18	Trains:		4 x 7				

Tiles	Tile number/Availability												Three Operating Rounds between Stock Rounds																																
1/2	2/2	3/2	4/3	5/3	6/4	7/4	8/7	9/9	10/3	12/1	13/1	14/-	15/-	16/1	17/1	18/-	19/2	20/1	21/1	22/-	23/1	24/2	25/-	26/2	27/1	28/-	29/1	30/-	31/1	32/-	33/1	34/-	35/-	36/1	37/1	38/-	39/1	40/1	41/1	42/2	43/-	44/1	45/-	46/1	47/-



Orders required for the following rounds	<i>By the early deadline</i>
OR18, OR19	<i>Adjudication can pause between rounds if requested</i>



1830-S32

Tile shortages and interference upsets some plans.

OR3 - OR4

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	WM	7:H17:6	50	Yes	① ②	90B▲	320	3 3
NYNH	DS	56:F20:5	-	-	③	71D▼	580	3
NYC	AR	57:E19:3	-	-	④	65F▼	174	4
PRR	JS	15:H16:3	70	Yes	⑤	67H▲	400	3
B&M	AR	53:E23:2	-	-	⑥	50I▼	370	4
C&O	AR	-	70	No	⑦	30K▼	0	4 3

- Notes: ① 80 to the bank for terrain costs
 ② 360 to the bank for two '3' trains
 ③ 180 to the bank for a '3' train
 ④ 600 to the bank for two '4' trains
 ⑤ 40 to the bank for a token in H16
 ⑥ 300 to the bank for a '4' train
 ⑦ 104 to the NYC for a '4' train

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	WM	57:H10:3	160	Yes	① ②	100B▲	140	3 3
NYNH	DS	14:E19:1	80	Yes	③	76D▲	540	3
PRR	JS	14:H10:3	90	Yes	④	68H▲	327	3
NYC	AR	9:E21:3	130	Yes	⑤	67F▲	54	4
B&M	AR	-	90	Yes	⑥	60I▲	396	4 4
C&O	AR	-	70	Yes	-	40K▲	59	3

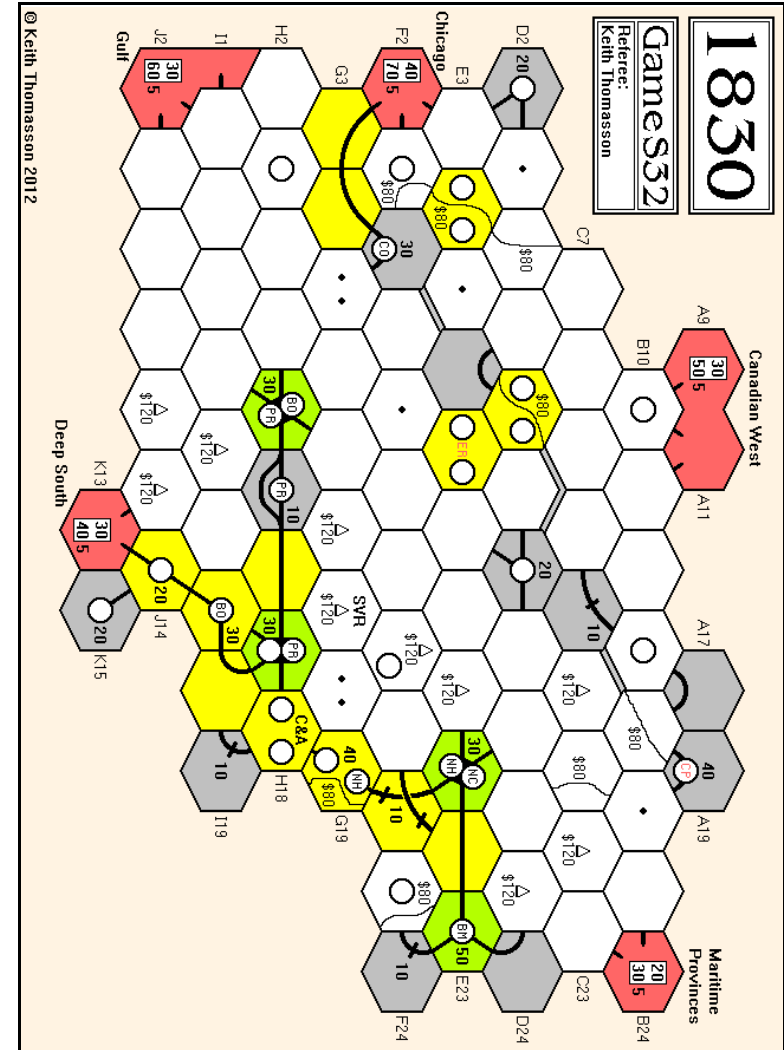
- Notes: ① 40 to the bank for a token in H10
 ② 140 to Willem for the D&H private
 ③ 40 to the bank for a token in E19
 ④ 100 to the bank for a token in H10
 ⑤ 120 to the bank for terrain costs
 ⑥ 1 to the C&O for a '4' train

Cash Flow	b/f	OR3	OR4	c/f	Value	%	Certs
Don Smith	20	25	73	118	734	22.9▼	6
Adam Romoth	18	0	126	144	846	26.4▼	5-9
Willem Moene	48	40	242	330	870	27.1▲	4-5
John Shelley	7	52	89	148	756	23.6▲	7-9

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Don Smith	C&A	-	-	-	-	-	-	6P	-
Adam Romoth	-	3P	-	3P	-	-	6P	-	-
Willem Moene	D&H	-	5P	1	-	-	-	-	-
John Shelley	SVR	-	1	2	-	-	-	-	6P

Bank (new)	4	4	-	10	10	4	4	1
Price (par)	67	100	71	-	-	67	76	67
Bank (pool)	3	-	4	-	-	-	-	3
Price (pool)	60I	100B	40K	-	-	67F	76D	68H
Company credit	396	140	59	-	-	54	540	327
Tokens	1	1	2	-	-	3	-	1
Trains	4 4	3 3	3	-	-	4	3	3
Bank cash: 9,744	Certificate limit: 16		Trains: 1 x '4', 3 x '5'...					
Current operating order:	B&O, NYNH, PRR, NYC, B&M, C&O							

Titles	Tile number/Availability		Two Operating Rounds between Stock Rounds									
1/1	2/1	3/2	4/2	7/3	8/6	9/5	55/1	56/-	57/3	58/2	69/1	14/1
15/1	16/1	18/1	19/1	20/1	23/3	24/3	25/1	26/1	27/1	28/1	29/1	53/1
54/1	59/2											



Orders required for the following round *By the early deadline*
 SR4



1856-E31 Only one round as the CGR is finally delivered. **OR10**

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GW	AR	8:E16:3	250	Yes	① ②	175D▲	257	5
WR	MF	65:N17:4	140	Yes	③ ④	175D▲	0	6
TGB	RT	8:M6:1	400	Yes	⑤	100A▲	209	5
CGR	MF	24:M16:6	320	No	⑥	100A▲	377	-
CV	JS	57:L13:2	280	Yes	-	100B▲	240	5
BBG	JS	57:J15:2	-	-	⑦ ⑧	80B▼	249	D

- Notes:
- ① 50 to the bank for Tunnel rights
 - ② 40 to the bank for a token in C14
 - ③ 700 to the bank for a '6' train
 - ④ CGR formation - the CA, CPR, GT, LPS and THB join the CGR, which forms with a par price of 100A and 57 credit - Mark is the President and it will operate in this round
 - ⑤ 40 to the bank for a token in N11
 - ⑥ Diesel borrowed from the bank
 - ⑦ 1 to the CV for a '4' train
 - ⑧ 750 and a '4' train to the bank for a Diesel

Cash Flow	b/f	OR10	c/f	Value	%	Certs
Adam Romoth	1	235	234	1,529	21.2▲	7½
Mark Frueh	18	20	38	1,663	23.1▼	8
John Shelley	56	168	224	1,424	19.8▼	10
Rob Thomasson	125	321	446	1,781	24.7▲	9½
Don Smith	4	0	4	804	11.2▼	5½

Portfolio	BBG	CV	GW	TGB	WGB	WR	CGR
Adam Romoth	-	1	5P	2	-	-	1
Mark Frueh	-	-	2	-	-	5P	4P
John Shelley	5P	6P	-	-	-	-	2
Rob Thomasson	-	2	1	6P	-	-	3
Don Smith	-	-	-	-	5P	-	3

Bank (new)	4	1	-	2	5	-	1
Price (par)	100	90	70	100	100	75	100
Bank (pool)	1	-	2	-	-	5	6
Price (pool)	80B	100B	175D	110A	100A	175D	100A
Company credit	249	240	257	209	0	377	
Tokens	2	2	2	-	-	2	2
Trains	D	5	5	5	-	6	-
Bank cash: 9,722	Certificate limit: 11		Trains: 1 x '6', Diesels				
Current operating order:		GW, WR, TGB, CV, CGR, BBG					

Titles	Tile number/Availability											
1/1	2/-	3/2	4/3	5/1	6/2	7/5	8/6	9/7	55/1	56/-	57/-	58/3
69/1	14/1	15/3	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	120/1	121/2	39/1	40/1	41/3	42/2	43/2	44/1	45/2	46/2
47/2	63/4	64/1	65/-	66/1	67/1	68/1	70/1	122/-	125/1	126/-	127/-	123/1
124/1												



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



1861-F31

The loss of the '3' trains gets the MKV nationalised.

OR9 - MR6

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
MKN	PC	46:G12:6	-	520	Yes	245A▲	564	-	5
NW	LQ	623:F15:1	-	340	Yes	220A▲	614	-	5
SE	LR	8:K10:6	911:L9:6	370	Yes	200B▲	775	-	4
SW	LR	46:F7:1	7:F9:1	340	Half	165C▲	62	-	6 4
GRR	DS	-	-	230	Half	135C▲	104	-	6 4
MKV	WM	-	-	-	-	-	-	-	-
MK	PC	639:G8:1	-	350	Yes	100E▲	90	-	5
RSR	-	-	550	No	⑧	-	425	-	7 5 4

- Notes: ① 550 to the bank for a '5' train
 ② 20 to the bank for a second tile operation
 ③ 650 to the bank for a '6' train
 ④ 230 to the SE for a '4' train
 ⑤ Nationalised
 ⑥ 120 to the bank for a token in G8
 ⑦ 3 loans redeemed
 ⑧ 700 to the bank for a '7' train

Merger Round 6

No actions

Cash Flow	b/f	OR9	MR6	c/f	Value	%	Certs
Willem Moene	52	537	0	589	789	10.6▼	1
Don Smith	76	124	0	200	1,255	16.9▼	6
Pete Campbell	55	366	0	421	1,756	23.6▲	7
Lyndon Gurr	45	184	0	229	1,649	22.2▼	7
Lionel Robbins	51	286	0	337	1,997	26.8▲	8

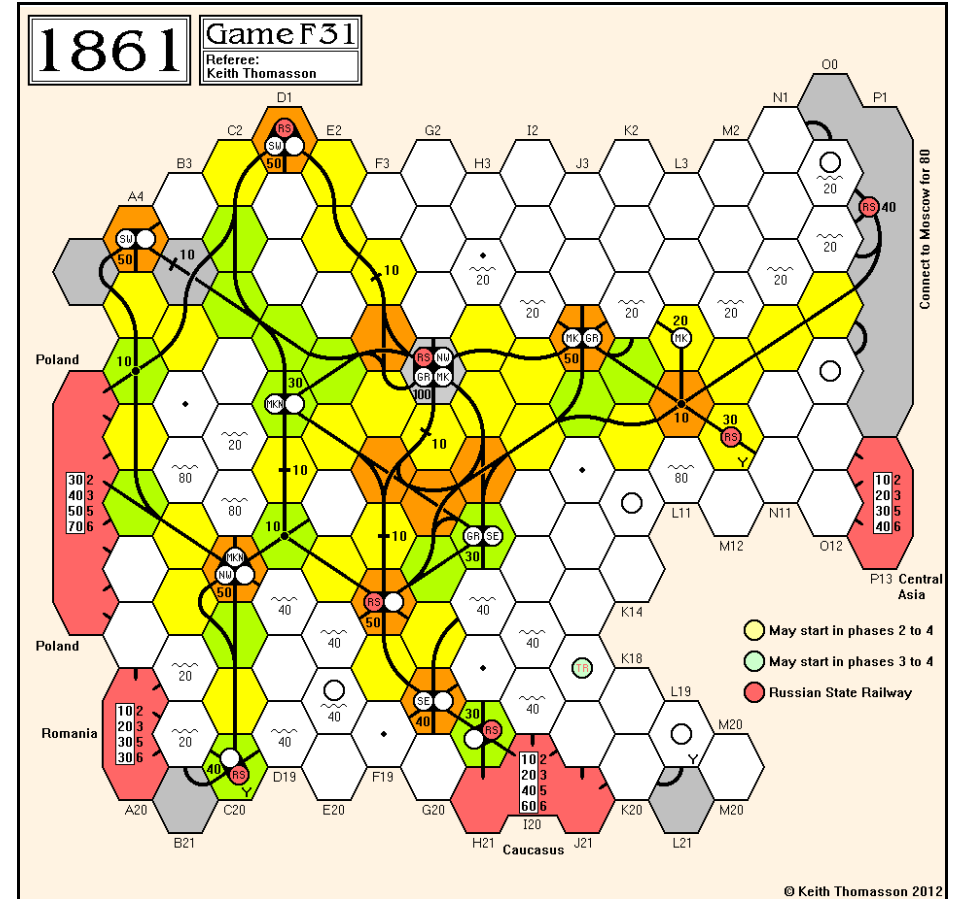
Portfolio	GRR	MK	MKN	MVR	NW	SE	SW	RSR
Willem Moene	-	-	-	-	-	1	-	-
Don Smith	6D	-	1	-	-	-	-	-
Pete Campbell	-	6D	3D	-	-	-	-	-
Lyndon Gurr	4	-	-	-	4D	-	-	-
Lionel Robbins	-	2	-	-	-	4D	4D	-

Bank (new) - 2 6 10 6 5 6
 Bank (pool) - - - - -
 Price 135C 100E 245A 220A 200B 165C
 Company credit 104 90 564 614 775 62 425
 Loans - - - - -
 Tokens - - 1 4 1 1 1
 Trains 6 4 5 5 5 4 6 4 7 5 4

Bank cash: 10,590 Certificate limit: 13 Trains: 1 x '7', '8's
 Current operating order: MKN, NW, SE, SW, GRR, MK, RSR

Titles	Tile number/Availability								Two Operating Rounds between Stock Rounds							
3/2	4/2	5/2	6/1	7/②	8/③	9/④	57/2	58/3	201/3	202/4	621/1	14/1				
15/-	16/2	17/2	18/2	19/2	20/2	21/2	22/2	23/-	24/3	25/3	26/2	27/1				
28/2	29/2	30/2	31/2	87/2	88/1	204/1	207/4	208/2	619/2	622/2	624/1	625/1				
626/1	635/1	637/1	39/2	40/2	41/2	42/2	43/2	44/2	45/1	46/-	47/1	63/2				
611/3	623/1	636/-	638/1	641/-	801/1	911/2	639/-	640/1	642/1							

④ Yellow track tiles are unlimited



Orders required for the following rounds *By the early deadline*
 OR10, MR7, SR6 *Adjudication can pause between rounds if requested*



1861-E33

The last three early Minors find buyers.

SR2

Stock Round 2

Mike	Lyndon	Pete	John	Don
			115 on RO	X
120 on RO	X	X	X	X
RO for 120	160 on KK	X	X	X
X	KK for 160	X	115 on MV	X
X	X	X	MV for 115	X
X	X	X	X	Priority for SR2

Cash Flow	b/f	SR2	c/f	Value	%	Certs
Mike Hutton	142	-120	22	362	22.2	4
Lyndon Gurr	167	-160	7	287	17.6	2
Pete Campbell	97	0	97	342	21.0	3
John Shelley	117	-115	2	327	20.1	3
Don Smith	112	0	112	312	19.1	2

Portfolio	Privates	N	KB	KK	KR	MNN	MV	OK	RO	SPW
Mike Hutton	TSR WVR	-	-	-	-	-	-	-	2D	2D
Lyndon Gurr	-	-	-	2D	2D	-	-	-	-	-
Pete Campbell	BSSC	-	2D	-	-	-	-	2D	-	-
John Shelley	MRR	2D	-	-	-	-	2D	-	-	-
Don Smith	MYR	-	-	-	-	2D	-	-	-	-

Bank (new)	-	-	-	-	-	-	-	-	-	-
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price		70F	50H	80F	60G	70F	55H	50H	60G	50H
Company credit		80	30	160	50	55	115	0	120	40
Loans		-	-	-	-	-	-	-	-	-
Tokens		-	-	1	-	-	1	-	1	-
Trains		2	2	-	2	2	-	2	-	2

Bank cash: 14,110 Certificate limit: 15 Trains: 3 x '2', 7 x '3'
 Current operating order: KK, N, MNN, KR, RO, MV, SPW, OK, KB

Tiles		Tile number/Availability											Two Operating Rounds between Stock Rounds	
3/2	4/2	5/2	6/1	7/2	8/2	9/2	57/2	58/3	201/3	202/4	621/1	14/1		
15/-	16/2	17/2	18/2	19/1	20/2	21/2	22/2	23/-	24/3	25/2	26/2	27/1		
28/2	29/2	30/2	31/2	87/1	88/1	204/1	207/4	208/2	619/2	622/1	624/1	625/1		
626/1	635/1	637/1	39/2	40/2	41/2	42/2	43/2	44/2	45/1	46/2	47/1	63/2		
611/3	623/2	636/-	638/-	641/-	801/1	911/3								

Yellow track tiles are unlimited

Bear in mind that if a '3' train is bought during OR3, the first Merger Round will take place immediately after that round. If this happens I will pause the game after the Merger Round.

1861

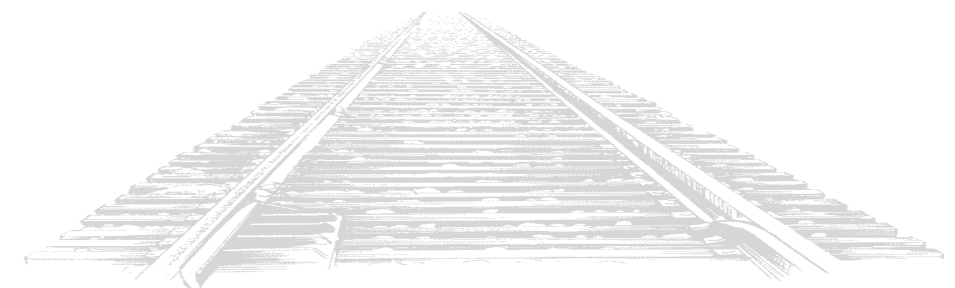
Game E33
Referee: Keith Thomasson

Legend:

- Yellow circle: May start in phases 2 to 4
- Green circle: May start in phases 3 to 4
- Red circle: Russian State Railway

© Keith Thomasson 2012

Orders required for the following rounds	<i>By the early deadline</i>
OR3, {MR1?}, OR4	<i>Adjudication can pause between rounds if requested</i>





1870-A32

Just the one round, which sees two '5' trains hit the rails.

OR7

OR7	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
TP	JS	9:K6:1	8:L7:1	-	①	82B*	550	5
FW	LG	8:D1:2	9:C2:2	140	Yes	90E*	289	3
MP	WM	65:B19:1	-	210	Yes	82F*	401	3 3
ATSF	AR	9:I8:2	9:J7:2	180	Yes	76E*	266	4 3
SSW	LR	-	-	50	Yes	72F*	148	4 4
MKT	JS	9:B17:3	9:C8:2	220	Yes	68G*	73	4 3
SP	LG	6:M2:3	9:M4:3	-	⑤ ①	60Q*	0	5 3
SLSF	LR	14:H17:1	-	130	Yes	60H*	46	4

- Notes: ① 450 to the bank for a '5' train
 ② 60 to the bank for terrain costs
 ③ 100 to the bank for a token in H13
 ④ 40 to the bank for terrain costs
 ⑤ 230 to the FW for a '3' train

Cash Flow	b/f	OR7	c/f	Value	%	Certs
John Shelley	24	124	148	988	21.2*	9
Willem Moene	7	126	133	1,005	21.6*	9
Adam Romoth	58	142	200	798	17.1*	6-7
Lyndon Gurr	30	123	153	1,151	24.7*	7-11
Lionel Robbins	7	88	95	715	15.4*	7-8

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
John Shelley	-	1	-	-	5P	-	-	-	-	5P
Willem Moene	-	-	5P	-	-	6P	-	-	-	-
Adam Romoth	6P	-	-	-	-	1	1	-	-	-
Lyndon Gurr	1	6P	-	-	-	1	-	5P	-	-
● Lionel Robbins	-	-	-	-	1	-	2P	-	6P	-

Bank (new)	-	-	5	10	2	-	2	4	4	4
Price (par)	100	68	76	-	72	76	100	68	68	100
Bank (pool)	2	1	-	-	2	2	5	1	-	1
Price (pool)	76E	90E	76D	-	68G	82F	60H	60H	72F	90B
Company credit	266	289	-	-	73	401	46	0	148	550
Redeemed shares	1	2	-	-	-	-	-	-	-	-
Tokens	D	D	2+D	2+D	2+D	1+D	D	2+D	1+D	1+D
Trains	4 3	5 3	-	-	4 3	3 3	4	5 3	4 4	5
Bank cash: 9,498	Certificate limit: 13			Trains: 2 x '5', 3 x '6'...						
Current operating order: TP, FW, MP, ATSF, SSW, MKT, SP, SLSF										

Lionel, your train buying order for the SSW was thwarted by the reduced train limit of two that arrived with the purchase of the first '5' train.

There is something intriguing going on with tile laying orders for the simpler tiles. By simpler I mean the basic yellow track tiles. People have started to order these for hexes that require stations, and there is also a sharp rise in the number of illegal orientations being ordered. I suspect this is because people think they know exactly what they need for their orders, but are in truth being misled by their memories. It would be useful if you could check your tile orientations carefully when composing your orders.

Titles	Tile number/Availability								Three Operating Rounds between Stock Rounds									
1/1	2/1	3/2	4/4	5/2	6/1	7/9	8/13	9/10	55/1	56/1	57/5	58/3						
69/1	14/-	15/-	16/2	17/2	18/2	19/2	20/2	23/3	24/4	25/3	26/2	27/2						
28/2	29/2	141/2	142/2	143/1	144/1	39/1	40/2	41/3	42/3	43/2	44/1	45/2						
46/2	47/2	63/4	70/2	145/2	146/2	147/2	170/4											

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 (N11)
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 (N11)
MP	3	St. Louis (C18)	Dallas (J5)
SLSF	3	Springfield (E12)	Southwest (M22)
SP	3	Southwest (N11)	New Orleans (N17)
SSW	2	Memphis (H17)	Fort Worth (J3)
TP	2	Dallas (J5)	New Orleans (N17)

© Keith Thomasson 2012

Orders required for the following rounds	<i>By the early deadline</i>
OR8, SR6	<i>Adjudication can pause between rounds if requested</i>



6 NIMMT! 16

John, for hand 4, you played card 4 in round 6, so random this time.

ROUND 8

Hand 1 (1-104)

86			
77	93		
76	92		
73	91		
58	88	97	59
1/9	2/8	3/1	4/1

Hand 2 (1-104)

	53		
92	47	67	
91	30	66	94
1/2	2/5	3/6	4/1

Don (24) takes row 4 for 3 pts, Jim (26), Bob (37), Colin (45), Kevin (48), Michael (59) takes row 4 for 6 pts, John (97) takes row 3 for 12 pts.

Jim (30) takes row 2 for 3 pts, Bob (47), John (53), Colin (91) takes row 1 for 8 pts, Michael (92), Don (94) takes row 4 for 9 pts.

Hand 3 (1-74)

	61	66	74
	59	65	72
	58	63	71
46	56	62	68
35	55	60	67
1/3	2/11	3/12	4/5

Hand 4 (1-74)

73	68	62	
72	67	52	
66	65	50	
62	60	37	23
40	57	29	17
1/11	2/8	3/7	4/2

John (7) takes row 1 for 2 pts, Michael (13), Jim (17), Don (21), Colin (33), Bob (35) takes row 1 for 9 pts, Kevin (46).

Michael (17) takes row 4 for 2 pts, Don (23), John (29) takes row 3 for 6 pts, Jim (37), Bob (50), Kevin (52), Colin (62).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Michael Graystone	8	0	2	6	16
Jim Reader	15	3	0	0	18
Bob Coull	12	6	10	7	35
Colin Sharpe	12	20	4	0	36
Kevin Lee	5	8	11	20	44
Don Shailer	3	26	17	17	63
John Colledge	23	25	19	17	84

Orders required
Rounds nine and ten - cards for each hand



7 WONDERS 1

Two more Wonder stages are built.

ROUND 4

Age 1 - Card 4

The discard pile is empty

Mike Reeves East Trading Post

Lyndon Gurr First Wonder stage

Jim Reader First Wonder stage (pays Lyndon 2 coins for 2 stone)

Allan Stagg Workshop

Pete Campbell Barracks

(John Boocock) Tree Farm (costs 1 coin)

Kevin Lee Loom

Apologies for saying that the discard pile had one card in it last time. Nothing has been discarded as yet.

Mike	Lyndon	Jim	Allan	Pete	{John}	Kevin
2 coins 3 VPs	3 coins 7 VPs	1 coins 5 VPs	3 coins 3 VPs	2 coins 1 VP	7 coins 4 VPs	2 coins
Trading Post		Trading Post	Trading Post			
Guard Tower	Baths	Altar	Scriptorium	Barracks		
			Workshop	Apothecary	Altar	

Orders required Age 1 cards are passed to the left
Your fifth card for Age 1, to play, build a Wonder stage or discard for 3 coins

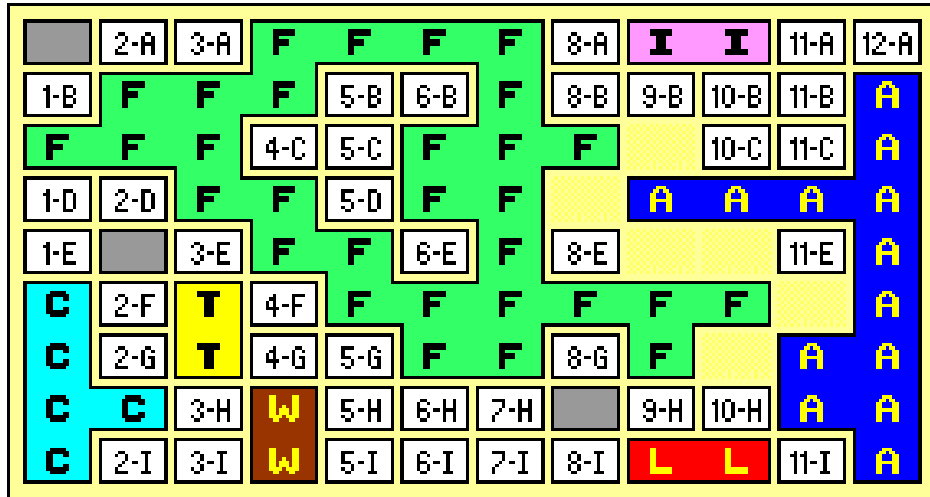


ACQUIRE 58

A flood of dead tiles as two safe chains get too close.

ROUND 9

John 10-D [Dead tiles: 8-D 9-C 9-E 10-E 11-F] Buys 3 Imperial @ 400.
 Kevin 3-D Buys 3 Continental @ 700.
 Michael 11-G [Dead tiles: 10-G] Buys 3 Continental @ 700.
 Bob 3-G Forms Tower, one free share. No purchases.
 Tony 4-I Forms Worldwide, one free share. Buys 3 Worldwide @ 300.
 John 12-B No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	2	-	12	-	-	7	-	9,300	37,500
Bob Coull	-	8	4	5	1	5	3	-	18,100
Tony Wilcock	-	-	-	9	4	-	-	6,400	27,700
John Marsden	7	3	7	6	1	-	3	100	27,900
Kevin Lee	5	-	1	5	-	7	4	1,100	24,200
Bank Stock	11	14	1	-	19	6	15		
Chain Size	2	2	13	30	2	5	2		
Chain Value	200	200	800	900	300	700	400		

Playing sequence
 Kevin, Michael, Bob, Tony, John, Kevin again

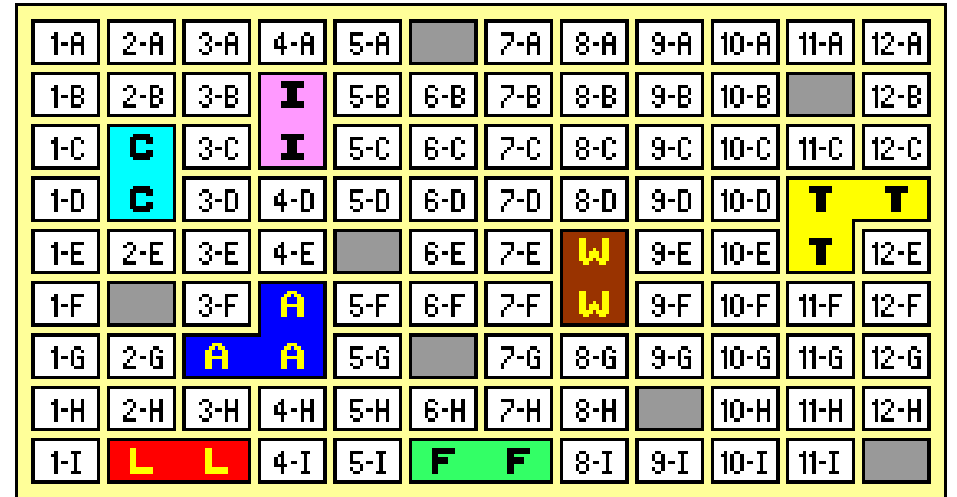


ACQUIRE 59

Continental and Imperial are formed for a full house.

ROUND 3

John 2-C Forms Continental, one free share. Buys 3 American @ 300.
 Tony 4-B Forms Imperial, one free share. Buys 3 Imperial @ 400.
 Colin 5-E Buys 3 Tower @ 300.
 Lyndon 3-G Buys 3 Worldwide @ 300.
 Michael 2-F Buys 3 Luxor @ 200.
 John 9-H Buys 3 American @ 400.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Lyndon Gurr	6	-	-	-	4	-	-	3,900	11,800
Michael Graystone	13	-	-	-	-	-	-	3,600	8,200
John Colledge	-	4	9	-	-	1	-	2,400	20,600
Tony Wilcock	-	-	3	-	-	-	4	3,900	12,700
Colin Sharpe	-	3	4	4	-	-	-	3,300	15,000
Bank Stock	6	18	9	21	21	24	21		
Chain Size	2	3	3	2	2	2	2		
Chain Value	200	300	400	300	300	400	400		

Playing sequence
 Tony, Colin, Lyndon, Michael, John, Tony again





BATTLE! 4

Your Attribute research order is:
MACPSDERBHX

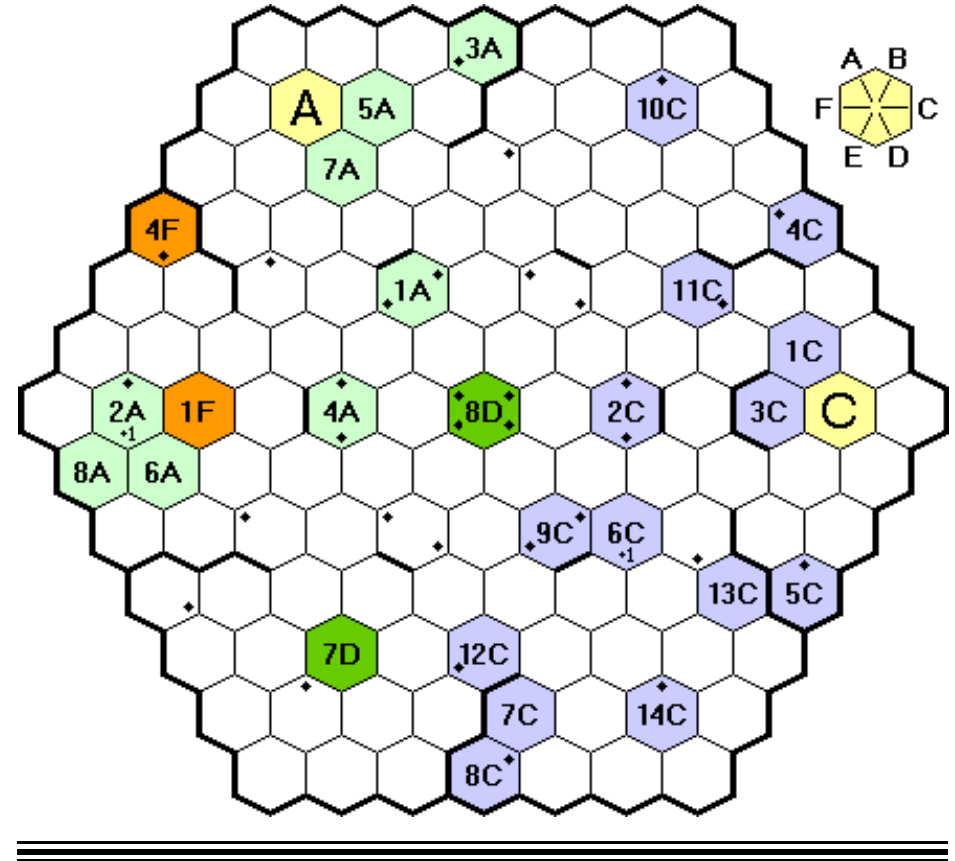
GAME OVER

Allan concedes the game to Marcus, recognising that the greater force that Marcus has assembled will eventually prove to be too much of a challenge.

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	4	6	0	0	0/0	0	3	2	0	1	
			◆◇3A	2	0	0	2							
			◆◆4A	0	1	0	1							
			5A	0	1	1	0	0/0	1	1	3	0	1	
			6A	4	4	4	0	0/0	4					
			7A											
			8A	1	1	0	0	1/0						
<i>Blob</i> Steve Ham	Defunct (Sixth)	-	-											
<i>Chaos</i> Marcus Pratt	No research Level 10	22	1C	1	0	2	0	0/0	0	1				
			◆◆2C	2	0	1	0	1/0	2					
			3C	5	6	2	2	1/2	6	4	4	1	1	
			◆4C	1	0	1	0	1/0	0	0	0	1		
			◆◇5C	2	0	0	2							
			6C	3	5	1	0	0/0	1	2	2	0	1	
			7C	2	0	2	0	1/0	0	1				
			◆8C											
			◆◆9C	1										
			◆10C	1										
			◆11C	0	0	0	0	0/0	1					
			◆12C											
			13C	1										
			◆14C	1										
<i>Dynamo</i> Mark Stretch	Defunct (Fourth=)	-	7D											
			◆◆◆◆8D	0	1									
<i>Elp</i> Michael Graystone	Defunct (Fourth=)	-	-											
<i>Free Friends</i> John Marsden	Defunct (Third)	-	1F	1	5	0	0	0/0	2	2				
			◆4F	1										

- 1st Marcus Pratt Chaos
- 2nd Allan Stagg Anon
- 3rd John Marsden Free Friends
- 4th= Michael Graystone Elp
- Mark Stretch Dynamo
- 6th Steve Ham Blob

Everyone is welcome to submit comments for the round-up report, which will appear next time. Congratulations to Marcus - he had a tough fight with Steve but came out of it strong enough to build his forces.





BATTLE! 5

Your Attribute research order is:
AMECSBDRPHX

ROUND 5

Research: Everyone researches their next available attribute.

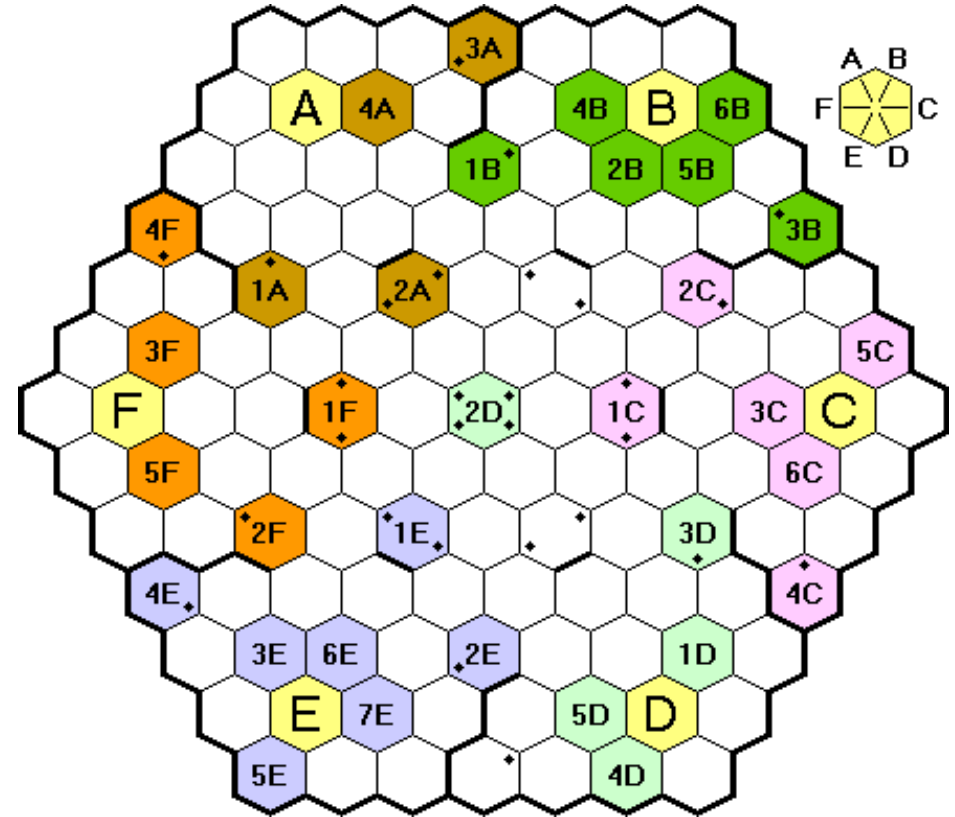
New units: 6B (C), 6C (E), 5D (F), 7E (D), 5F (D).

Moves: Jiggling and juggling, with no contention or collisions.

Combat: None.

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H
<i>Apache</i> Pete Campbell	+Conversion Level 4	14	◆1A	3	2	1							
			◆◆2A	2	2								
			◆3A	1	2								
			4A	2									
<i>Banzai</i> Mark Stretch	+Storage Level 5	13	◆1B	1	1								
			2B	2	0	0	1						
			◆3B	1	1								
			4B	1	1								
			5B	0	1								
			6B										
<i>Conflux</i> Steve Ham	+Storage Level 5	14	◆◆1C	1	2								
			◆2C	1	2								
			3C	2	2	1							
			◆4C	0	2								
			5C										
			6C										
<i>Dream Team</i> Allan Stagg	+Storage Level 5	15	1D	1									
			◆◆◆◆2D	3	3	1							
			◆3D	1	2								
			4D										
			5D										
<i>Effalump</i> Marcus Pratt	+Conversion Level 4	15	◆◆1E	2	2								
			◆2E	2	2								
			3E	2									
			◆4E	0	2								
			5E	1	1								
			6E	1	1								
			7E	0	1								
<i>Frogs</i> John Marsden	+Conversion Level 4	14	◆◆1F	1	2								
			◆2F	1	2								
			3F	1	1	1							
			◆4F	0	1								
			5F	0	1	1							

The teams continue to grow at a steady pace while keeping out of each other's way.



Orders required: Attribute order: AMECSBDRPHX
Production, Moves and Combat for round six





BREAKING AWAY 21

Magrat Garlick stays ahead of the pack.

ROUND 12

Pos	Riders	New
108	Magrat Garlick	3
107	-	
106	-	
105	-	
104	-	
103	-	
102	-	
101	-	
100	-	
99	Healer Leonard Silver Fur Agnes Nitt	3
98	Red Fur Nanny Ogg Kudov	7
97	Granny Weatherwax Yatesy Boardy	10
96	Mitre	13
95	-	
94	-	
93	Block Conshohocken Hazz Wiggy	3
92	Scudder Suqeuhanha	7
91	Givens Makes-Things	9
90	Catasauaqua	11

Dennis Frank (8) *Fuzzy Riders:*

A Red Fur (3)	3	4	7	14
B Healer	3	5	15	
C Silver Fur	3	3	4	
D Makes-Things (5)	3	5	9	

Jim Reader (19) *Team Lenape:*

A Catasauaqua (6)	3	7	10	11
B Conshohocken (5)	3	4	5	
C Tamaqua	Dropped:			
D Suqeuhanha (8)	3	4	7	

Mike Reeves *HasBeens:*

A Yatesy	3	3	6	10
B Boardy	3	3	10	
C Wiggy	3	3	3	
D Ligy	Dropped:			

Allan Stagg (25) *Beans:*

A Mitre (10)	3	5	13	
B Kudov (8)	3	4	7	
C Hazz (7)	3	3	5	
D Human	Dropped:			

Mark Stretch (1) *Witches Abroad:*

A Granny Weatherwax (1)	3	10	10	15
B Nanny Ogg	6	7	15	
C Magrat Garlick	3	5	7	
D Agnes Nitt	3	3	4	

Rob Thomasson (25) *Hard Boiled:*

A Block (4)	3	8	9	
B Scudder (6)	3	7	15	
C Leonard (10)	3	8	14	
D Givens (5)	5	9	14	



I've got a good idea who the first two riders across the finish line will be, but we will have to see if things work out as I expect.

Whoever it is, we are looking at something like three rounds before this game comes to a close.

Orders required
Cards for round thirteen



BUS BOSS 329-FRA

Did Colin get out into the country?

GAME OVER

1st	Colin Sharpe	FROGGIE	394
2nd	Michael Graystone	GRUBBY	341
3rd	Bob Coull	LIFT	299
4th	John Marsden	MARS	239
5th	Jim Reader	JAUNE	198

Michael Graystone (GRUBBY, 2nd): Well done to Colin on a suburb win. I consider myself very lucky to get second place after deciding halfway through the builds to focus on blocking others out of the top left corner rather than building a reasonable network, and I am grateful the races came to my aid big time. Thanks to one and all for a good game.

As this is a national map I presume Michael meant to congratulate Colin on a superb win rather than a win in the suburbs!



BUS BOSS 331-SCT

More solo runs than competitive events.

ROUND 9

Scotland

Round 9 Runs		SCAM	BUM	TABS	OMR	SLOB
9	4♥ Stirling 6♦ Berwick-on-Tweed	+4/-7				17 13
18	5♠ Kelso 10♣ Dumfries	-3			+5	27 3
20	6♠ Aviemore 8♣ Stranraer	No entrants				
21	A♦ England A♥ Motherwell					15 15
22	3♦ Gretna 9♠ Fort William					30
23	9♥ Arbroath 5♠ Nairn	+3				27 3
24	9♦ Dunbar 2♥ Coatbridge	+5				25 5
26	4♣ Ardrossan 5♥ Dunfermline	+5/-1			-5	21 12
					+1/-5	-4 -3

Round 9 Routes

Scottish Antiquated Motors (SCAM) (Pete Campbell, Blue)
Glasgow - Paisley, Kilmarnock - Ayr, Cumbernauld - Falkirk (12)

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Aviemore - Fraserburgh (17)

Scotland's Local Operators' Buses (SLOB) (Roger Trethewey, Black)
Coatbridge - Motherwell - Peebles (11)

One Man's Routes (OMR) (Mark Stretch, Red)
Elgin - Nairn (6)

Tartan Army Bus Services (TABS) (Don Shailer, Purple)
Dumfries - Newton Stewart (9)

	Runs:	9	18	20	21	22	23	24	26	Routes	Score
OMR	110	-	27	-	15	-	-	-	21	-6	167
SLOB	89	17	-	-	-	-	3	5	12	-11	115
BUM	82	-	-	-	15	30	-	-	-	-17	110
TABS	111	-	-	-	-	-	-	-	-	-9	102
SCAM	35	13	3	-	-	-	27	25	-3	-12	88

Round 10 Runs

- 11. 9♣ - 7♥ Newton Stewart to Perth
- 12. 10♠ - 5♣ Oban to Kilmarnock (not yet available)
- 13. 7♠ - A♣ Kyle of Lochalsh to Dumbarton (not yet available)
- 19. 8♥ - 8♦ Forfar to Peebles
- 20. 6♠ - 8♣ Aviemore to Stranraer
- 25. 8♠ - 10♥ Mallaig to Dundee (not yet available)
- 27. A♠ - 8♦ Peterhead to Peebles
- 28. J♣ - 6♦ Glasgow to Berwick-on-Tweed
- 29. 10♠ - K♥ Oban to Aberdeen (not yet available)
- 30. 9♠ - 6♥ Fort William to Kirkcaldy
- 31. 2♠ - 4♦ Fraserburgh to Hawick
- 32. 3♠ - 5♣ Ballater to Kilmarnock
- 33. J♥ - 8♠ Dundee to Mallaig (not yet available)
- 34. A♦ - 7♣ England to Girvan
- 35. Q♥ - J♦ Aberdeen to Edinburgh

Runs	Routes
Enter up to 5	Buy in the order Pete, Don, Jim, Roger, Mark



BUS BOSS 333-CRO Get those buses ready to roll. **ROUND 6**

Croydon
Bus Routes Across Croydon Eventually (BRACE) (Pete Campbell, Blue)
Tulse Hill - Dulwich, Tulse Hill - Streatham Hill 45 - 9 36

Croydon Access Routes (CAR) (Bob Coull, Black)
Carshalton - Banstead, Streatham Green - Tulse Hill 42 - 12 . . . 30

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Thornton Heath - Crystal Palace - Tulse Hill 42 - 10 . . . 32

Graystone Relies on Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)
Colliers Wood - Streatham Hill - Brixton 42 - 11 . . . 31

Tooting Enterprises Are Rampant (TEAR) (Kevin Lee, Green)
Forest Hill - Catford, Tooting - Wimbledon & Merton 44 - 10 . . . 34

Round 7 Runs

- 1. 4♣ - 8♥ Brixton to Wallington
- 2. 6♠ - J♦ Forestdale to Woodside
- 3. 4♦ - J♣ Catford to Crystal Palace
- 4. 3♠ - 5♣ Warlingham to Tulse Hill
- 5. 10♣ - 10♦ Streatham Common to Beckenham
- 6. K♣ - 6♦ Thornton Heath to Bell Green
- 7. K♦ - 7♠ West Croydon to New Addington
- 8. A♥ - 4♠ Shopping Malls (Brixton) to Sanderstead
- 9. 10♠ - 7♥ West Wickham to South Croydon

Although a few towns are outside the network, all the towns for the first set of runs are accessible.

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



BUS BOSS 335-GMY All networks now exist as one über-network. **ROUND 3**

Germany
Hamburg Upper Network (HUN) (Colin Sharpe, Red)
Frankfurt - Mainz - Koblenz, Hannover - Braunschweig 76 - 12 . . . 64

German Buses Rule (GBR) (Roger Trethewey, Blue)
Osnabrück - Dortmund, Berlin - Leipzig 79 - 12 . . . 67

Buses Around Germany (BAG) (Bob Coull, Green)
Duisburg - Netherlands, Duisburg - Essen, Köln - Belgium 75 - 12 . . . 63

Busreisen Überall Schnell (BUS) (Mike Reeves, Black)
Braunschweig - Hannover - Osnabrück 77 - 10 . . . 67

Over Deutschland Express (ODE) (John Marsden, Yellow)
Leipzig - Berlin, München - Austria 76 - 12 . . . 64

Routes
Buy in the order Roger, Bob, Mike, John, Colin





HOMESTEADERS I

Remember the income you get from income tokens.

ROUND 6

Worker Allocation

Howard 4 Homestead {VP} Farm {T\$\$} Farm {F} Foundry {S}
 Rob 3 Homestead {W} Market {\$\$} Gold Mine {G}
 Michael 3 Homestead {W} Market {\$\$} Farm {F}

Income and Payroll

Howard Gains \$9 T F S VP Pays \$4 for 4 workers
 Rob Gains \$7 W T G Pays \$3 for 3 workers
 Michael Gains \$5 W T F Pays \$3 for 3 workers

Auctions Auction 1 {R and Worker} : Auction 2 {R or S}

Howard	Rob	Michael
\$3 on Auction 1	Pass to Railroad Track Gains an income token	\$4 on Auction 1
\$3 on Auction 2		

Building

Michael Builds the Boarding House {WW} and gains a worker
 Howard Builds a Ranch {WFS} Trades T+\$ for Wood and uses this to gain an income token with the special action granted by the auction

	Resources										RT		
	\$	Wrk	W	F	S	G	C	L	Debt	T		Inc	VPs
Rob Thomasson	4	3	1	-	-	2	-	-	1	1	2	8	Any
Michael Longdin	1	4	-	1	-	-	-	-	-	4	1	2	Wrk
Howard Bishop	1	4	-	-	-	-	-	-	-	2	3	5	Wrk

	RT	ML	HB	Income
Homestead	✓	✓	✓	\$\$ {Wood} {VP}
Farm	-	✓	✓	{Trade token + \$\$} {Food}
Boarding House	-	✓	-	\$\$ <-1 Debt> (End: 1 VP per I)
Ranch	-	-	✓	{L}
Market	✓	✓	-	Trade token {\$\$} (T+W=F / T+F=S)
Depot	✓	-	✓	\$\$ <Railroad Track advance> (End: 1 VP per Inc)
Foundry	-	-	✓	{S}
Gold Mine	✓	-	-	{G}

Howard, you asked me to put a worker on your Market - but you don't have one! I put the worker on the Homestead VP action instead.

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

Your seventh auction set gives you the option of Industrial with a Worker, or the choice between Residential or Commercial.

These are the buildings available during the Town period, which lasts for rounds five to eight.

	VPs	Cost	Income	Special
Settlement/Town				
Railworker's House {1}	-	SS	T \$	(End: 1 VP per Wrk/Inc)
Ranch {1}	-	WFS	{L}	<T>
General Store {2}	2	S	T	{+\$ per sale}
Trading Post {1}	-	G	TT	
Copper Mine {2}	-	WWS	{C}	
Gold Mine {1}	-	WS	{G}	
River Port {2}	-	W	{{G}}	{Use G for C or L}
Town				
Church {1}	10	WSGC	VP VP	
Workshop {2}	2	S	VP	<Gain a worker>
Bank {1}	3	WC	Clear 1 debt	(T=>\$ at any time) (End: 1 VP per Special)
Stables {1}	1	L	T VP	(End: 1 VP per Residential)
Forge {2}	1	SS	{VP VP}	(1 VP per new building)
Meatpacking Plant {1}	2	WL	{VP VP} {VP VP}	
Factory {1}	6	SSC	VP VP	(End: 1 VP per Industrial)
Fairgrounds {1}	6	WWCL	G	(End: 1 VP per Residential)
Lawyer {1}	4	WGL	VP VP	(Tied bids win auctions) (End: 1 VP per Commercial)
Rodeo {1}	4	FL	\$ per worker	

Residential
Commercial
Industrial
Special

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.

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



OUTPOST 29

It is a close finish.

ROUND 17

Commander Actions

Lyndon Auctioned a Planetary Cruiser for 160. Pete joined at 161, Marcus at 162, Mark at 163. Pete dropped out at 172, Marcus at 184, Lyndon at 223. Mark got it for 223 (w:7,7,7,9 t:8,11,11,12,12,12,12 m:16,19 ro:35,45)

- ▶ Auctioned a Planetary Cruiser for 160. Pete joined at 161, Marcus at 162. Pete dropped out at 172, Marcus at 184. Lyndon got it for 184 (w:30 t:44 r:16 m:17,17 om:25,35)

- ▶ Bought two Population Units (t:10)

- ▶ Bought one Ore Factory (o:1 t:9)

Pete Auctioned a Planetary Cruiser for 160. Marcus joined at 161. Pete dropped out at 171. Marcus got it for 171 (w:30 t:7,9 r:15 mo:50,60)

- ▶ Auctioned a Space Station for 120. Marcus joined at 121 and dropped out at 134. Pete got it for 134 (n:20,24 mo:40,50)

- ▶ Auctioned a Space Station for 120. Marcus joined at 121 and dropped out at 134. Pete got it for 134 (w:30,30 r:11 n:20 mo:45)

- ▶ Bought four Population Units (r:12,16 m:14)

Marcus Auctioned a Space Station for 120 and got it (t:9 r:9,15 n:88)

- ▶ Bought two Population Units (t:10 r:15)

Mark Bought three Population Units (t:9,10,11)

Willem Auctioned a Laboratory for 80 and got it reduced to 40 after Data Library discounts (w:5,5,6,7,7 r:10) plus a free Research Factory

- ▶ Bought two Research Factories (t:9 r:12,12,13,17)

Jim Bought one New Chemicals Factory (o:3 r:11 n:22,24)

- ▶ Bought five Robots (w:6,7,8,8 t:8,13)

John Passed

PO	Name	Factories	Population	Robots	Production
1	Marcus	2o,4w,2t,4n	14 (17)	0 (0)	1W,2t,1r,1N,1om,1ro,2mo (321,20)
2	Pete	2o,5w,3r,3n	12 (12)	4 (12)	1o,1w,1W,3r,1m,3n,2om,2mo (316,15)
3	Lyndon	3o,4w,6t	16 (16)	0 (0)	4o,1W,2t,1T,1r,3m,2om,1ro (270,15)
4	Mark	2o,4w,10t	13 (13)	6 (13)	2o,1W,2t,2T,2m,3ro (298,20)
5	Willem	2o,5w,1t,5r	7 (10)	1 (7)	2w,1t,8r (128,20)
6	Jim	2o,4w,2t,1r,3n	8 (13)	8 (8)	3o,1W,2t,1r,3n (132,20)
7	John	2o,4w,5t	8 (8)	1 (8)	1W,7t,2T (188,10)

PO	Name	Colony Cards	Victory Points
----	------	--------------	----------------

1	Marcus	WH, HE, Nod, Sci, OP, SS, PC, MB, MB	96 (900)
2	Pete	WH, Nod, OL, Rob, Lab, SS, SS, MB, MB	95 (870)
3	Lyndon	HE, Nod, Sci, OL, OL, Eco, Eco, Eco, Eco, OP, SS, SS, PC	90 (815)
4	Mark	WH, HE, OL, OL, Rob, OP, PC, PC, PC	87 (785)
5	Willem	DL, DL, DL, DL, WH, Sci, Sci, Sci, Rob, Lab, Lab, Lab, Eco, OP	53 (625)
6	Jim	WH, HE, Nod, Rob, Lab, OP	38 (310)
7	John	DL, HE, Nod, Rob	21 (120)

There was one Moon Base left in stock, but everything else was sold. As we were so close to finishing last time, the scores are high, but that is not what matters. What matters is that Marcus finishes the game 1 point ahead of Pete to take the win.

1st	Marcus Pratt	96 (900)
2nd	Pete Campbell	95 (870)
3rd	Lyndon Gurr	90 (815)
4th	Mark Stretch	87 (765)
5th	Willem Moene	53 (625)
6th	Jim Reader	38 (310)
6th	John Boocock	21 (120)

Congratulations, Marcus. We'll have the usual round up next time to end the game.



RAILWAY RIVALS 2206-NE

Similar lines, but no exact copies.

ROUND 1

New England {15 points for these builds}

Railways in New England (RINE) (Pete Campbell, Blue)

Boston - S16 - Worcester - N16 - Springfield - J14 - Hartford, Worcester - P14, N16 - N17.
20 +12 (towns) +2 (AOL) = 34

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

Manhattan - Bronx - Poughkeepsie - C11 - C15.

20 +9 (towns) = 29

Ham's Engineers Are Rather Terrific (HEART) (Steve Ham, Purple)

Boston - S16 - Worcester - O15 - M14 - L15 - Springfield - J14 - J13 - G11 - F12.

20 +6 (towns) = 26

Reeve's Rapid Railroad (RRR) (Mike Reeves, Green)

Portland - U24 - Rochester - U22 - Portsmouth,

Rochester - T23 - T22 - S21 - R22 - Manchester - Q22.

20 +9 (towns) = 29

America On Line (AOL) (Roger Trethewey, Black)

Manhattan - Bronx - Bridgeport - Newhaven - 17 - Meridien - 110 - Hartford.

20 +18 (towns) -2 (RIBE) = 36

Builds
Up to 17 points excluding payments to rivals



RAILWAY RIVALS 2178-MA Positions change during the round... **ROUND 12**

Malta

Round 12 Runs		RAM	MIST	BUM	OMR	MR	
36	34 Zebbug 42 Imsida	① MR 20 ② MIST 10					20 10
37	15 Sliema 56 Ghajn Tuffieha	① OMR 20 ② MIST 10 ✗ RAM	+1		-1		21 7 2
38	64 Dingli 52 St.Pawl	① MR 16 ② MIST 9 ③ BUM 5	+1/-4	+1/-4		+4/-1	13 9 8
39	43 Birkirkara ④4 Airport	① OMR 13 ② RAM 8 ③ BUM 5 ④ MR 4	+1		-1	+2	15 5 6 4
40	61 Rabat 25 Zejtun	① OMR 11 ② MIST 7 ③ RAM 4 ④ MR 4 ⑤ BUM 4	-1	+1	+2		12 6 7 4 1
41	35 Attard 23 Marsaskala	① RAM 20 ② MR 10 ✗ BUM			-1	+4	24 5 1
42	12 Valletta ②2 Southern sights	① BUM 13 ① RAM 12 ③ OMR 5 ✗ MR			+2	-1	13 14 2 1

Scores

Runs:	36	37	38	39	40	41	42	Score
MIST	321	10	7	9	-	6	-	353
MR	284	20	-	13	4	4	5	331
RAM	251	-	2	-	5	7	24	303
OMR	226	-	21	-	15	12	-	276
BUM	203	-	-	8	6	1	1	232

No positions change after the final round, so the game belongs to Bob.

1st	Bob Coull	MIST	353
2nd	Roger Trethewey	MR	331
3rd	Pete Campbell	RAM	303
4th	Mark Stretch	OMR	276
5th	Jim Reader	BUM	232

Congratulations to Bob, and we'll round up next time to say farewell to the game.



RAILWAY RIVALS 2194-MN BUM to the front! **ROUND 7**

Minnesota

Round 7 Runs		GREAT	HEART	FEAR	MARS	BUM	
1	54 Fargo 42 St.Cloud	① HEART 15 ① FEAR 15		+4/-1			18 12
2	25 Albert Lea/Austin 15 St.Paul	① BUM 16 ② GREAT 9 ③ MARS 5					16 9 5
3	55 Bemidji 13 Minneapolis	① GREAT 20 ② BUM 10 ✗ HEART		-1		+1	20 9 1
4	65 Virginia ③3 South Dakota	① BUM 16 ② HEART 9 ③ GREAT 5 ✗ MARS	-3	-1	-1	+1	11 9 6 4
5	66 Ely/ International Falls 34 Granite Falls/ New Ulm	① BUM 13 ② HEART 8 ③ GREAT 5 ④ MARS 4	-6	+1			8 -1 17 6
6	43 Little Falls/ Moose Lake 24 La Crosse	① FEAR 13 ① HEART 12 ③ MARS 5 ✗ GREAT	-1	-3	+3		9 14 2 5
7	32 Pipestone ⑤5 Canada	① FEAR 20 ② MARS 10 ✗ GREAT ✗ BUM	-7		+1	+1	13 4 7 6

Routes

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
Brainerd - V10 - Wadena - X9 - X8, X22 - X23, X22 - Y23, N17 - Anoka.
-10 (builds) +1 (FEAR) -1 (MARS) = -10

Ham's Engines Are Rubbish Timberwolves (HEART) (Steve Ham, Purple)
Moorhead - C34 - E44 - G44 - H43, M11 - Willmar, H8 - Marshall.
-10 (builds) -2 (BUM) = -12

Fairmont Railways Are Rampant (FEAR) (Kevin Lee, Red)
St.Cloud - T16 - T18 - U19 - U20.
-10 (builds) -1 (GREAT) -1 (BUM) = -12

Making Alternative Routes Superior (MARS) (John Marsden, Green)
Appleton - Q4 - Fergus Falls.
-7 (builds) +1 (GREAT) = -6

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Pipestone - B3 - Sioux Falls, B3 - A4, P12 - Sauk Center, M9 - N8 - N6.
-10 (builds) +2 (HEART) +1 (FEAR) = -7

MARS built Superior to Duluth in round 5, so I ignored the order to repeat it this time. BUM's builds would have cost 11 points, so the last hex was dropped.

Scores

	Runs:	1	2	3	4	5	6	7	Builds	Score
BUM	66	-	16	9	11	8	-	6	-7	109
GREAT	36	-	9	20	6	17	5	7	-10	90
MARS	68	-	5	-	5	6	2	4	-6	84
HEART	47	18	-	1	9	-1	14	-	-12	76
FEAR	41	12	-	-	-	-	9	13	-12	63

Round 8 Runs

- 8. 56 - 62 Grand Forks to Noyes/Warroad
- 9. 53 - 21 Detroit Lakes/Fergus Falls to Fairbault/Red Wing
- 10. 64 - 14 Eveleth/Grand Rapids to St.Paul
- 11. 11 - 2 Minneapolis to Iowa
- 12. 23 - 36 Winona to Appleton/Glenwood
- 13. 41 - 31 Brainerd/Sauk Center to Sioux Falls
- 14. 45 - 4 Duluth to North Dakota

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



RAILWAY RIVALS 2205-M

London gets a second option.

ROUND 4

London & Midlands (14 points for these builds)

Birmingham and London Link (BALL) (Bob Coull, Black)
 Leicester - L26 - J27, C47 - Hertford, J27 - E29 - Birmingham.
 62 +6 (towns) +2 (ODE) +1 (DRAB) -1 (COLIN) = 70

One Dark Engine (ODE) (John Marsden, Green)
 A54 - M13, G56 - G50 - E49 - E46 - Hertford.
 51 -2 (BALL) -1 (BUM) = 48

Bloody Useless Management (BUM) (Jim Reader, Yellow)
 N14 - Watford - N2 - London (A41), N12 - A51.
 50

Don's Railways Across Britain (DRAB) (Don Shailer, Orange)
 Peterborough - L62 - Cambridge, D60 - Wellingborough, D60 - D58, I33 - H33.
 43 -1 (BALL) +1/-3 (COLIN) = 40

Coventry, Oxford, London Internal Network (COLIN) (Colin Sharpe, Blue)
 K6 - H5 - H4 - Windsor, H5 - G4 - Reading, F33 - G33 - H33 - I33, E32 - Walsall,
 E28 - Birmingham.
 50 +12 (towns) +3/-1 (DRAB) = 64

Builds
Up to 13 points excluding payments to rivals

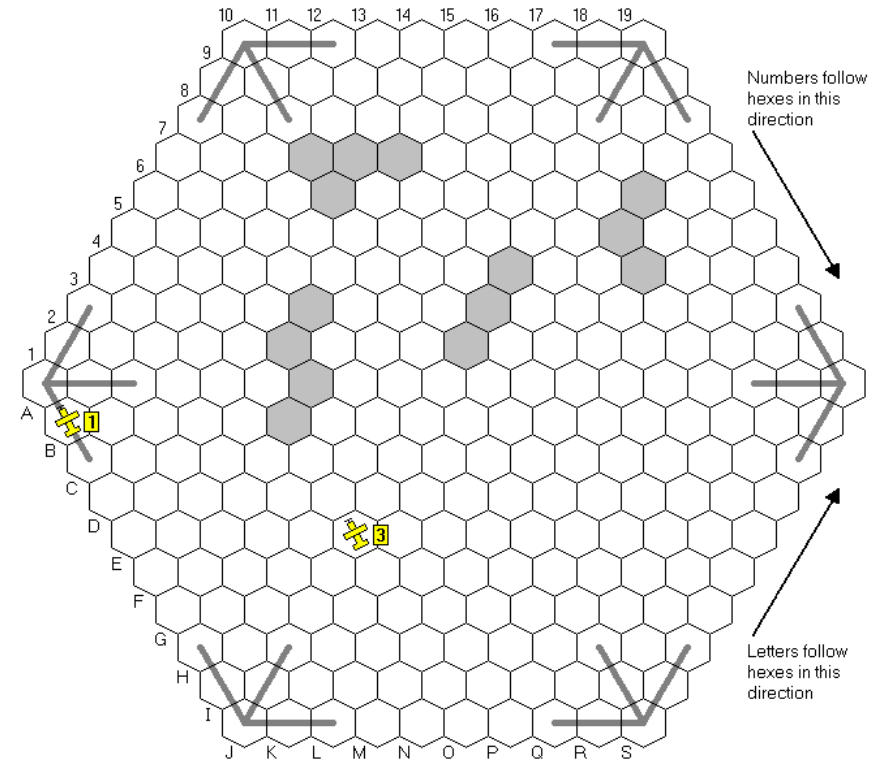


SOPWITH T353FW

Slowly does it.

ROUND 22

Pilot	Starts	Moves	Ends	A:D:P
1 <i>The Brown Baron</i> ♠ Michael Graystone	E1-NW	A, A, A (2 kills) (Airfield: A1)	B1-NW	06:11:36
3 <i>Wizard Prang</i> Jim Reader	M6-NE	LT, A, A (Airfield: J19)	J6-NW	13:10:00



The clouds moved south west. *The Brown Baron* heads for his landing strip and more bullets, while *Wizard Prang* also heads that way.



1870-N29

What goes down may come up.

GAME OVER

1st	Lyndon Gurr	9,811	25.4%
2nd	Mark Frueh	8,488	21.9%
3rd	Willem Moene	7,731	20.0%
4th	Pete Campbell	7,226	18.7%
5th	Don Smith	5,432	14.1%

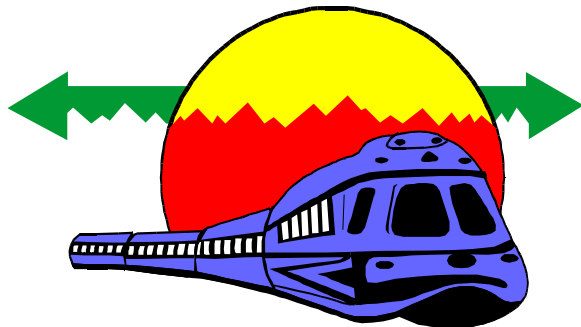
Lyndon Gurr (1st): I am quite pleased to have won this game in the end. I built up a nice position early on with the FW connection run and all seemed to be going to plan. Then I set the MP par price at the wrong value and it failed to float. This allowed Mark to take the lead and the '4' trains to run more times than they should have.

But Mark purchased too many '5' trains, which meant his income would fall behind later on; so he bought an extra train, however that just made it easier for me to get the '12' trains out. This made me confident I would overhaul him later on, which I did. I was surprised by the margin of victory.

Thanks to Keith for running the game with his usual efficiency and to all the other players for an entertaining tussle.

Mark Frueh (2nd): First, I wish to congratulate Lyndon Gurr to a fantastic game and well done on his game win. As for myself, it was a game I wish I could have ended one turn sooner. I hoped to have the game before a "12" train was purchased. I saw the danger of my position too late before my disaster. Thanks to Keith for a fun game.

Lyndon gave a good example in this game of how to turn a downward turn of luck into a positive thing, coming back from his misfortune to win the game. Not always easy to do, with those other players trying to do get in the way.



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 or more. People are included if they have competed five or more games.

-	Ken Boucher	3.387
-	Per Hallberg	3.261
-	Pete Campbell	2.793
-	David Hilbert	2.744
▲	Rob Thomasson	2.618
-	Victor Cronshaw	2.444
▲	Nic Chilton	2.267
-	Michael Graystone	2.211
▼	John Boocock	2.192
-	John Colledge	2.108
-	Mick Haytack	2.097

The rating system is:

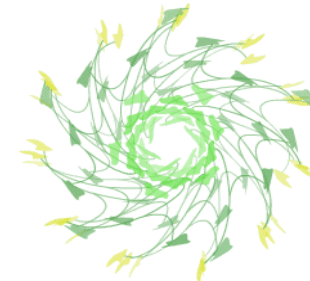
5 points for a win
3 points for second
1 point for third

✦ Completed games and winners:

Puerto Rico e975 Dvd Avins

✦ New games and start dates:

Acquire e983	Sep 9th
Puerto Rico e984	Sep 10th
1856 e985 (1856-L33)	Sep 12th
Acquire e986	Sep 20th
Ingenious e987	Sep 20th
1870 e988 (1870-N33)	Sep 21st



PREVIEW

I am doing a different preview than usual, as I am still in denial over new games. Or something.



Those with good memories may remember me talking about recording my vinyl onto Mini Disc, and how I was going to start working through my albums. Well, it is ongoing, and I have filled 60 discs and have nearly finished the letter H. So what does the letter I offer?

In summary, there are 16 albums from 8 artists. First up will be Janis Ian with *Night Rain*. It doesn't contain her hit 17 but nevertheless is remembered as good. Then we have *If*, an early Island Records release. My favourite from this is probably *Reaching Out On All Sides*. Then we have two albums from Inner Circle, which I will have to play to remind myself before making any comments. Next is the Intergalactic Touring Band, a rather lavish release with an illustrated lyrics booklet. This was not so much a band album as a concept that included guest appearances by Arthur Brown, Ben E King, Meatloaf, Mr.Snips, Rick Parfitt, Francis Rossi and many others. The it gets serious - *In-A-Gadda-Da-Vida* by Iron Butterfly. Great album. The letter I continues with two albums by Isis, an all-female group following in Fanny's footsteps. The second album included a contribution by June Millington from Fanny. Titled *Ain't No Backin' Up Now*, it sounds like a computer data disaster waiting to happen, Next up are seven albums by The Isley Brothers, which will bring back good memories, finishing with *Deep End* by Isotope. ♣

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Sep 11	Minstrel 363
Sep 16	...mais n'est-ce pas la gare? 134
Sep 19	Ode 334
Sep 28	Fury of the Northmen 13
Oct 8	Devolution 92

RATINGS

This is the list of subscribers with a rating of 2 or more. People are included if they have completed five or more games.

Name	Rating	Notes
David Smith	3.478	The rating system is: 5 points for a win 3 points for second 1 point for third
Lyndon Gurr	3.372	
Tony Bromley	3.364	
Pete Campbell	3.133	
Marcus Pratt	2.911	
Mark Frueh	2.800	
Lionel Robbins	2.727	
Steve Thomas	2.611	
Tony Robbins	2.318	
Michael Graystone	2.284	
Stephen Webb	2.226	
Rob Thomasson	2.225	
Bob Coull	2.073	
Colin Sharpe	2.012	

GAME ORDERS

Please observe these guidelines when sending your orders.

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

Handling NMRs (No Move Received)

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

GAME STANDARDS

Games that involve auctions

I interpret auction orders in the following way.

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

Bus Boss and Railway Rivals

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

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

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

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

Rules for carried over runs:

Bus Boss:
The limit of five runs applies at all times.

Railway Rivals:
If 1 run is carried over, then you are still limited to 4 runs.
If 2 or 3 are carried over, then you can enter 5 runs.
If 4 or 5 are carried over, then you can enter 6 runs.
If 6 or 7 are carried over, then you can enter 7, and so on, but the referee may need sorting out if it gets this bad (i.e. building allowances were too small).
In all these cases, you can choose your runs from all those available.



WHO PLAYS WHAT

Howard Bishop HS1	Marcus Pratt Bat4, Bat5, OP29
Pete Campbell 7W1, 1829-A30, 1861-F31, 1861-E33, Bat5, BB-331-SCT, BB-333-CRO, OP29, RR2178-MA, RR-2206-NE	Jim Reader 6n16, 7W1, BA21, BB-331-SCT, BB-333-CRO, OP29, RR-2178-MA, RR-2194-MN, RR-2205-M, Sop353
John Colledge 6n16, Acq59	Mike Reeves 7W1, BA21, BB-335-GMY, RR-2206-NE
Bob Coull 6n16, Acq58, BB-333-CRO, BB-335-GMY, RR-2178-MA, RR-2205-M	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	Don Shailer 6n16, BB-331-SCT, RR-2205-M
Michael Graystone 6n16, Acq58, Acq59, BB-333-CRO, RR-2194-MN, RR-2206-NE, Sop353	Colin Sharpe 6n16, Acq59, BB-335-GMY, RR-2205-M
Lyndon Gurr 7W1, 1861-F31, 1861-E33 1870-A32, Acq59, OP29	John Shelley 1825-X31, 1829-A30, 1830-S32, 1856-E31, 1861-E33, 1870-A32
Steve Ham Bat5, RR-2194-MN, RR-2206-NE	Don Smith 1830-S32, 1856-E31, 1861-F31, 1861-E33
Mike Hutton 1825-X31, 1861-E33	Allan Stagg 7W1, Bat4, Bat5, BA21
Kevin Lee 7W1, 6n16, Acq58, BB-333-CRO, RR-2194-MN	Mark Stretch Bat5, BA21, BB-331-SCT, OP29, RR-2178-MA
Michael Longdin HS1	Rob Thomasson 1829-A30, 1856-E31, BA21, HS1
John Marsden Acq58, Bat4, Bat5, BB-335-GMY, RR-2194-MN, RR-2205-M	Roger Trethewey BB-331-SCT, BB-335-GMY, RR-2178-MA, RR-2206-NE
Willem Moene 1825-X31, 1830-S32, 1861-F31, 1870-A32, OP29	Tony Wilcock Acq58, Acq59



OUTSIDE EDGE

FOR WHOM THE DIE ROLLS is brought to you by:
Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ

CONTENTS

◇ Games ◇	

◇ Current ◇	
1825-X31	4
1829-A30 (South)	6
1830-S32	8
1856-E31	10
1861-F31	12
1861-E33	14
1870-M29	38
1870-A32	16
6 nimmt! 16	18
7 Wonders 1	19
Acquire 58	20
Acquire 59	21
Battle! 4	22
Battle! 5	24
Breaking Away 21	26
Bus Boss 329-FRA	27
Bus Boss 331-SCT	27
Bus Boss 333-CRO	28
Bus Boss 335-GMY	29
Homesteaders 1	30
Outpost 29	32
Railway Rivals 2178-MA	34
Railway Rivals 2194-MN	35
Railway Rivals 2205-M	36
Railway Rivals 2206-NE	33
Sopwith T353FW	37

◇ Bits and Bobs ◇	
Deadlines	Below
Game Orders	41
Game Standards	42
News from the Rock	39
Preview	40
Ratings	40
Waiting Lists	2
Who Plays What	43
Zines Received	40

DEADLINES **Wednesday November 7th 2012**
18xx games - Friday November 2nd

Future deadlines: 18xx games: December 7th Other games: December 12th

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.