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.

# FOR WHOM THE DIE ROLLS

February 2013Published by Keith ThomassonIssue 199







# INSIDE STORY

This is FOR WHOM THE DIE ROLLS #199, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs  $\pounds 2.00$  (including postage).

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<u>S</u>TART

Welcome to issue #199. 2013 has yet to be greeted with more than mediocre enthusiasm, mostly due to the constant presence of colds, coughs, sneezing fits and fevers. It feels as if the bug has been with me for

months, whereas it is probably a series of bugs working like a relay race, with no idea where the finishing line is.

I know I am not alone in this, so my commiserations to anyone else in the same boat, and let's hope those bugs just get in that boat and go for a long holiday. Soon.

From next month I am reverting back to a single deadline for all of the games. The reduced number of games means that it is no longer so important to have a separate deadline for the 18xx games. It would still be nice to see orders arriving by that deadline, as some people have come to need regular remainders... The important thing to bear in mind is that the one and only deadline is now the Friday one, not the Wednesday one.

For the past couple of years I have kept a record of the games I have played, with no specific aim in mind. You can do this on BoardGameGeek, but I have no desire to share things quite so openly. Having said that, I am going to share a little here.

For 2011 and 2012 my win rate was very satisfying, being over 50% by the end of January (no, that didn't last...in either year). This year has proved the exact opposite, with the 50% credit going to fourth places, with only one win recorded. As that was a single round of Coloretto, I'm not sure I should even be counting that, as Coloretto should be played for a number of rounds.

On the positive side, my last two games gave me two of my three second places so far, so perhaps things are looking up.

.....

I blame the bugs. They have to be useful for something!

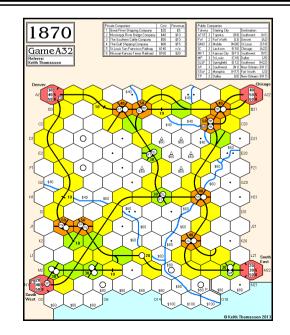
The snowman on our cover is (well, was...) outside The Red Lion, our local drinking venue. George likes making snowmen, but she prefers to do something a little out of the ordinary. If I had taken this photo further to the right, her snowman in the stocks would have shown up, while right outside the pub was a drunken snowman lying down one on the the bench seats, complete with empty bottles. When the thaw arrived he wasn't just drunk, but became totally legless.

1870-/	A32 An early end to this one.	<u>G</u> AME OVER
1 st	Adam Romoth 1,889 .	
2nd	John Shelley 1,706 .	
3rd	Lyndon Gurr 1,567.	
4th	Willem Moene 1,508.	
5th	Lionel Robbins	5.8%

Lyndon Gurr (3rd): It seemed clear from a long way out that Lionel was angling for a bankruptcy. When he chose not to precipitate it in ORs 9 and 10 it seemed he may have changed his mind and I had got away with forgetting to order FW to buy a new train. So it came as a surprise that he did eventually bankrupt himself in OR11. Well played to Adam for his win, where he finished running a single company that didn't own a train, having timed the ATSF connection run just right.

Lionel Robbins (5th): I apologise to the other players for the timing of my bankruptcy, although the actual event was inevitable. I can forgive myself for not spotting the double dump that left me with an asset stripped SLSF, but the rest of my game was pretty poor, so last place was well deserved. Congrats (through slightly gritted teeth) to Adam and thanks to the other players for the game and to Keith for his patient refereeing.

It isn't always easy to see whether player is angling for a bankruptcy or hanging on in the hope of avoiding one. There comes a point where hanging on any longer just prolongs the agony for everyone, and the decision has to be made to bow to the inevitable.



1825-X	31	Many d	ividends	are retai	OR14 - SR9			
OR14 Pres	La	γs	Run	Pay	Notes	Price	Credit	Trains
LNWR LR	-	-	460	No	1	126•	770	4 U3
Mid MH	51:P18:4	-	140	No	-	112	240	U3
NER WM	52:J14:4	-	150	Yes	2	90•	230	5
NBR JS	15:H4:1	-	510	No	-	205•	610	543
Cal JS	12:03:2	-	350	No	-	67•	370	44
L&YR LR	-	-	410	Yes	-	230	110	3T 3T 3
GNR MH	3:K13:3	8:L16:5	270	Yes	-	126.	10	53
GCR LR	28:017:6	-	200	No	3	90•	60	53
GSWR JS	9:H12:1	-	350	No	-	76•	420	53

Notes: ① 100 to the bank for a token in N10

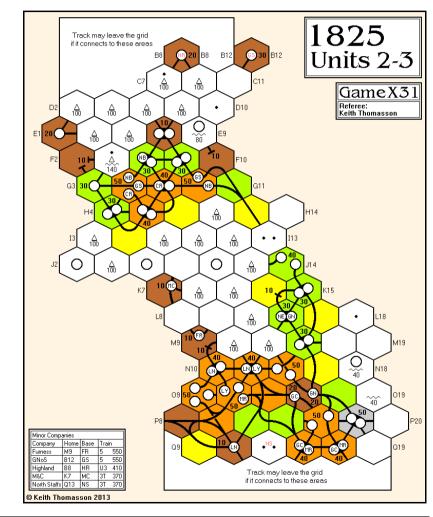
- 2 40 to the bank for terrain costs
- 3 160 to the LNWR for a '3' train

#### Stock Round 9

 $\diamond 4 \diamond$ 

Mike			{Joł	ın Boc	cock}	<u>.</u>	Lione	1	Joł	John Shelley		
+ LN	WR pc	ool	×			2 · · · ·		{142}	+ Cal pool			
+ LN	WR po	ool	×			×			- TWV	N		
			<u>.</u>			<u>.</u>			+ M&	C/Dir	{126	
×			×			×			×			
0			<u> </u>			<u> </u>						
		/										
											Certs	
-							,				18	
			-								18	
							-				18 18	
											18 6	
-	5D - - 3 2	- 5 5D -	- 9D -	1 8D - 1 -	- 5D 2 - 3	7D - 2 1 -	-	7D - - - -	- 7D - - -	4D - - - -	4 4 - -	
	-		-		-	71	-	-		-	6	
A&F TWW S&D	-	-	-	-	-	-	-	-	-	-	12	
	126	112	90	205	67	230	126	90	76	142	12	
	770	240	230	610	370	110	10	60	420	18	13	
	1	1	3	1	2	2	2	1	1	1	1	
	4 U3	U3	5	54	44	3T 3T	53	53	53	5	31	
	+ LN × 0 7 9 3 4 6 2 2 C&HP L&M A&F TWW	+ LNWR pc + LNWR pc b/f 740 956 354 411 609 Privates LNWR - 5D - 5D - 5D - 5D - 100 A&F - 100 A&F - 100 A&F - 2 - 100 A&F - 2 - 100 A&F - 2 - 100 - 126 770	b/f         ORI           740         28           956         354         21           411         31         609         3           2rivates         LNWR         Mid         -           -         5D         -         -           -         3         5D         -           -         3         5D         -           -         100         82         -           -         100         82         -           -         126         112         -           -         770         240         -	+ LNWR pool     X       + LNWR pool     X       x     x       0     X       x     X       0     0       x     X       0     0       x     X       0     0       x     X       0     0       x     X       0     0       x     X       0     0       x     X       0     0       x     X       0     0       x     X       y     0       x     X       y     0       x     X       y     X       y     X       y     X       y     X       x     X       y     X       x     X       x     X       y     X       x     X       x     X       x     X       x     X       x     X       y     X       y     X       x     X       x     X       x     X       x     X	+ LNWR pool     ×       + LNWR pool     ×       ×     ×       0     ×       ×     ×       740     287       740     287       750     1-       354     214       354     214       411     311       -252     -0       609     30       70     287       100     82       8D     -       -     1       -     -       100     82       82     76       A&F     -       126     112       90     205       770     240	+ LNWR pool       X         ×       ×         ×       ×         ×       ×         0       ×         ×       ×         ×       ×         0       ×         ×       ×         0       ×         ×       ×         0       ×         ×       ×         740       287       -501         956       1-       -541         354       214       -82         411       311       -252         609       30       0         Privates       NWR <mid< th="">       NER       NBR       Cal         -       5       9D       -       2         -       82       82       76       76         -       -       -       -       -</mid<>	+ LNWR pool       X       X       X         x       x       x       X       X $\lambda$	+ LNWR pool       X       + FR/Dir         + LNWR pool       X       X         X       X       X         0       X       X         0       X       X         0       X       X         0       X       X         0       X       X         0       X       X         0       X       X         0       X       X         0       X       X         0       X       X         0       X       X         0       X       X         0       X       X         0       X       X         740       287       -501       526       5,         956       1-       -541       425       2,         354       214       -82       486       2,         411       311       -252       470       3,         609       50       -       1       -         -       5       9D       -       2       -         -       -       8D       5D       -       -	+ FR/Dir       (142)         + LNWR pool       X       X       X         X       X       X       X         X       X       X       X         X       X       X       X         V       X       X       X         X       X       X       X         X       X       X       X         Y       ORI4       SR9       C/f       Value         740       287       -501       526       3,601         956       1-       -541       425       2,952         354       214       -82       486       2,525         411       311       -252       470       3,103         609       30       0       639       1,302         Privates       Mid       NER       NBR       Cal       L&YR       GNR       GCR         -       5D       -       1       -       7D       -       7D         C&HP       5       9D       -       2       2       -       -         L&M       2       -       -       3       3       3 <t< td=""><td><math display="block">\begin{array}{c c c c c c c c c c c c c c c c c c c </math></td><td><math display="block">\begin{array}{ c c c c c c c c c c c c c c c c c c c</math></td></t<>	$\begin{array}{c c c c c c c c c c c c c c c c c c c $	$\begin{array}{ c c c c c c c c c c c c c c c c c c c$	

Tiles	Tile r	umber	/Availa	bility		Three Operating Rounds between Stock Round						
1/2	2/2	3/1	4/4	5/4	6/4	7/4	8/7	9/8	55/2	56/2	69/2	114/1
115/1	12/4	13/1	14/4	15/1	16/2	17/1	18/2	19/3	20/1	21/1	22/1	23/5
24/4	25/-	26/2	27/1	28/2	29/3	30/1	31/1	52/3	33/-	34/-	38/1	39/3
40/2	41/3	42/3	43/3	44/3	45/-	46/-	47/3	63/-	64/-	65/1	66/2	67/1
68/1	118/1	119/1	49/1	50/1	51/1							



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

1829-A	30	5	ittle trac the last	ck activit stage.	.y	OR22 - OR23			
OR22 Pres	Lay	Survey	Run	Pay	Notes	Price	Credit	Trains	
LNWR PC	-	►U25	250	Yes	-	200	10	5	
GWR RT	-	►U23	510	Yes	-	275	30	54	
Mid JS	24:N18:1	▶P14	640	Yes	-	142	160	75	
LSWR Rcvr	-	►V10	480	No	-	58•	800	77	
GNR LR	-	<b>▶</b> 011	240	Yes	1	180•	0	4	
LBSC PC	-	►Y11	300	Yes	-	100•	20	7	
GER RT	-	►S17	220	Yes	-	180•	10	4	
GCR RT	-	►S5	440	Yes	-	71▲	10	54	
L&YR JS	-	►P20	410	Yes	-	76▲	120	54	

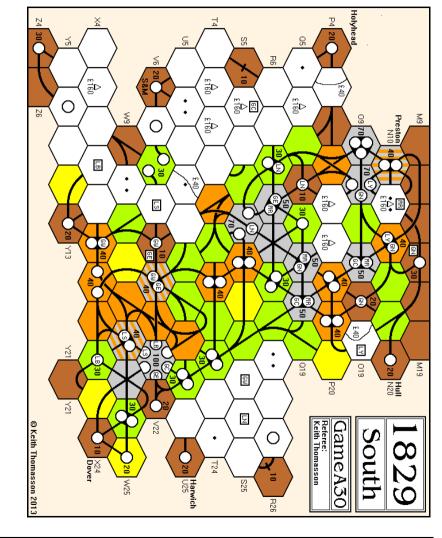
Notes: ① 100 to the bank for a token in O11

OR23 Pres	Lay	Sur	vev	Run	Pay	Notes	- Pri	ce	Credit	Trains
LNWR PC	~	►S23	5	210	Yes	~	22	25.	10	5
GWR RT	-	►S21		510	Yes	-	30	•00	30	54
Mid JS	-	►N12	2	600	Yes	-	16	50.	160	75
LSWR Rcvr	10:V10:3	►V12	2	480	No	-	5	56▼	1,240	77
GNR LR	-	►M1	5	240	Yes	-	20	•00	0	4
LBSC PC	8:Y11:1	►X10	)	300	Yes	-	11	2▲	20	7
GER RT	9:S17:3	►V14	ł	220	Yes	-	20	•00	10	4
GCR RT	-	►S7		450	Yes	-	7	76▲	10	54
L&YR JS	7:P20:6	+019	Э	410	Yes		8	32▲	120	54
Cash Flow	b/f	OR		OR23		c/f	Value		%	Certs
Pete Campbell	1,689		06	590		385	6,561		19.5	17
Rob Thomasson	3,926		86	791		503	8,912		26.4•	17
John Shelley	2,527		25	893	,	545	7,796		23.1	18
Lionel Robbins	1,159	6	35	616	2,4	10	7,331		21.7•	18
{John Boocock}	1,343	2	33	225	1,8	301	3,114	ļ	9.2•	11
Portfolio		LNWR		Mid	LSWR			GER	GCR	L&YR
1	Holyhead	4D	2	-	-	4	5D		-	3
Rob Thomasson		1	5D		-	-	-	5D	9D	-
John Shelley	Harwich	1	1	7D	-	-	1	2	-	7D
Lionel Robbins	Hull,	3	2	2	-	5D	-	3	1	-
	Preston,									
	Dover									
{John Boocock}	-	1	-	1	5D	1	4	-	-	-
Bank (new)		-				-				
Price (new)		100	- 90	- 82	- 76	71	- 67	- 64	61	58
Bank (pool)		-	90 -	- 02	5	-	-	-	-	-
Price (pool)		- 225	300	160	56	200	112	200	76	82
Company credit		10	300	160	1,240	200	20	10	10	120
Tokens		3	30	100	1,240	1	20	1	1	120
Trains		5	54	75	77	4	2	4	54	54
Bank cash: 3,056				nit: 18		4		4		is: None
Dalik Casii: 3,030	·····	Jerund	ate ilf	mt: 10	•••••	•••••		•••••	main	is: none

I expect the bank to run out in the next operating round, but I'm asking for two just incase.

# FOR WHOM THE DIE ROLLS #199

Tiles	Tile r	number	/Availa	bility		Four	Operat	ing Rou	ınds be	tween	Stock I	Rounds
1/2	2/2	3/2	4/6	5/3	6/4	7/3	8/5	9/9	10/2	12/2	13/2	14/1
15/-	16/1	17/1	18/-	19/2	20/2	21/1	22/-	23/1	24/1	25/-	26/2	27/1
												40/1
41/-	42/1	43/-	44/1	45/1	46/1	47/-	48/-	49/-	50/-	51/-	60/-	166/-



Orders required for the following rounds	By the early deadline
OR24, OR25	

]	1830	0-832			ur asking for itely pause.	OR7			
OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains	
NYNH	DS	25:F18:4	100	No	-	71F•	560	-	
Erie	WM	59:E11:2	-	-	123	90A•	1	54	
B&O	WM	61:115:1	130	Yes	4	100E•	23	5	
CPR	JS	7:B18:1	-	-	556	82B•	97	5	
NYC	AR	63:E19:1	160	Yes	$\overline{\mathcal{O}}$	80F•	41	44	
PRR	JS	63:H16:1	-	-	8	69 <b>G</b> •	101	6	
B&M	AR	-	130	Yes	-	69 <b>G</b> ▲	436	4	
C&O	AR	8:G11:6	-	<i>.</i>	9	<u>501</u>	0	6	

Notes: ① 249 to the B&O for a '3' train

- ② 750 to the bank for a '4' train and a '5' train
- ③ Returns a '3' train to the bank
- ④ 450 to the bank for a '5' train
- **⑤** 80 to the bank for terrain costs
- 6 373 to the PRR for a '3' train
- ⑦ 13 to the B&M for a '4' train
- 8 630 to the bank for a '6' train
- (9) 630 to the bank for a '6' train, mostly funded by 401 from Adam, sells 3 NYNH  $\{ v71F \}$

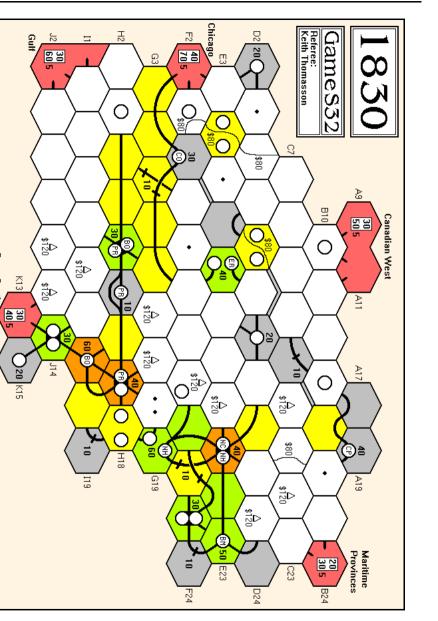
	Cash Flow Don Smith Adam Romoth Willem Moene John Shelley	b/f 231 44 30 2	0	R7 38 30 65 32	c/f 269 74 95 34	1, 1,	alue 795 170 185 068	% 18.9▼ 27.7▼ 28.1▲ 25.3▲	Certs 6 10-13 9-10 11-12
	Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
0	Don Smith	-	1	-	-	-	-	6P	-
	Adam Romoth	5P	-	4P	-	-	6P	1	-
	Willem Moene	-	5P	1	-	6P	-	-	-
	John Shelley	-	-	1	5P	-	2	-	6P
	5								
	Bank (new)	2	1	-	4	4	2	-	1
	Price (par)	67	100	71	100	100	67	76	67
	Bank (pool)	3	3	4	1	-	-	3	3
	Price (pool)	69G	100E	50I	82B	90A	80F	71F	69G
	Company credit	436	23	0	97	1	41	560	101
	Tokens	1	1	2	3	2	3	-	1
	Trains	4	5	6	5	54	44	-	6
	Bank cash: 10,269		Certificat	e limit: 1	6			Trains	: Diesels
	Current operating of	order:	B&O. Erie	e. CPR. N	IYC, NYNH	I. PRR. B	&M. C&C		
	F3 -		,	,, -	,	,, _	,		

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

# FOR WHOM THE DIE ROLLS #199

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Deep South



Orders required for the	e following rounds	By the early deadline	
OR8, SR6	Adjudication can pau	se between rounds if requested	۸

1856-E31

Rob is still in front, but will he hang on until the end?

OR15 - SR9

There were some changes to the last round as originally published. The web version was updated and all players advised by email that this had happened. I am not convinced that everyone took this into account when writing their orders, but I am also not convinced that it actually made any real difference...

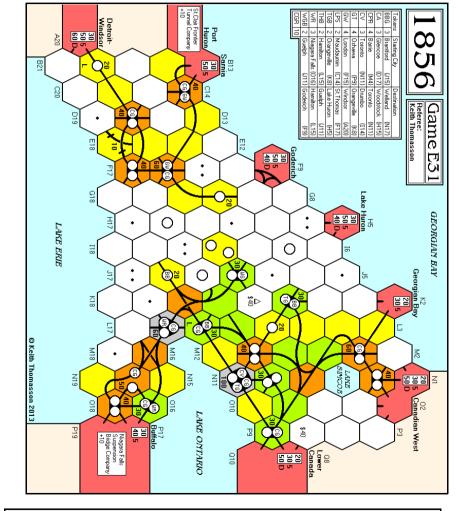
OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
WR	MF	14:J11:3	280	Yes	-	300C•	403	6
GW	AR	-	240	Yes	-	275C•	713	5
TGB	RT	7:L5:2	290	Yes	-	225A•	409	5
BBG	JS	29:K12:4	650	Yes	-	150B•	135	D
CV	JS	57:L9:3	290	Yes	-	125E•	591	5
CGR	MF	-	660	Yes	1	125A•	327	D
WGB	DS		140	Yes		110A•	260	6

Notes: (1) 100 to the bank for a token in N17

#### Stock Round 9

Don	Adaı	n	Mark		4	John	Re	эÞ
+ BBG new	×		- 2 BBG {•1]	10D}	-1 WR	{ <b>•</b> ►	} - 1 WR	{ <b>•</b> •
			+ WR pool		+ WGE	s new	+ BBG p	ool
+ CV pool	×		+ GW pool		×		- 1 WR	{ <b>•</b> }
	1						+ BBG p	ool
×	×		×		×		×	
Priority for SR10								
Cash Flow	b/f	OR13			c/f	Value	%	Certs
Adam Romoth	951	390			,347	4,122	22.1•	11
Mark Frueh	980	56			,272	4,472	23.9	101/2
John Shelley	1,859	592			,651	4,261	22.8•	11
Rob Thomasson	1,141	494		2	,015	4,615	24.7•	11
Don Smith	287	11	7 -225		179	1,214	6.5•	71/2
Portfolio	BBG	CV	GW	тс	ìB	WGB	WR	CGR
Adam Romoth	1	1	5P	2	ł	-	-	2
Mark Frueh	-	-	1	-		-	6P	9P
John Shelley	6P	6P	-	-		1	-	-
Rob Thomasson	2	-	-	6	Р	-	-	8
Don Smith	1	1	-	-		6P	-	1
Bank (new)	-	-	-	-		3	-	-
Price (par)	100	90	70	10	00	100	75	100
Bank (pool)	-	2	4			-	4	-
Price (pool)	125C	1256	275C	22	5A	110A	300C	125A
Company credit	135	591	713	40	)9	260	403	327
Tokens	-	2	2	-		1	1	-
Trains	D	5	5	Ę	5	6	6	D
Bank cash: 1,698		Certific	ate limit: 11				Trains	: Diese
Current operating	order:	WR, GW	I, TGB, CV, B	BG, C	GR, WO	ЪВ		

Tiles	Tile r	number	/Availa	bility		Three	Operat	ing Rou	unds be	tween	Stock I	Rounds
1/1	2/1	3/3	4/3	5/2	6/2	7/4	8/8	9/8	55/1	56/-	57/-	58/3
<mark>69/1</mark>	14/2	15/-	16/1	17/1	18/1	19/1	20/1	23/3	24/2	25/-	26/1	27/1
28/1	29/-	59/2	120/1	121/2	39/1	40/1	41/3	42/2	43/2	44/1	45/2	46/1
47/1	63/2	64/1	65/-	66/1	67/1	68/1	70/1	122/1	125/-	126/-	127/-	123/-
124/-												



Orders required for the following rounds	By the early deadline
OR16, OR17, OR18	

♦ 12 ♦

#### 

Don	Mike			Lyndo	n		Pete			John	
×	250 on E		×			×			×		
270 on E	×		×			×			×		
E for 270	220 on SV		×			×			×		
×	SV for 220	•••••	240	for MB	•••••	×	•••••	•••••	×	•••••	
×	×	•••••	MB f	or 240	•••••	+ SW	new	•••••	×	•••••	
×	×	•••••	x		•••••	×	•••••	•••••	Prior	ity for	SR5
	÷	•••••			•••••	<u>.</u>	•••••	•••••		~	
Cash Flow	b/f		SR4		c/f		Valu	e	9	6 C	erts
1ike Hutton	252		220		32	•••••	79		21		6
yndon Gurr	294	-)	240		54		80	9	21	.74	4
ete Campbell	181	-	135		46		72	1	19	.3∢	4
ohn Shelley	84		0		84		78	9	21	.1•	4
Don Smith	337	بـ	270		67		61	7	16	.5•	3
ortfolio	Privates	КК	KR	MNN	RO	SPW	Е	MB	sv	GRR	SW
like Hutton	TSR WVR				2D	2D			2D	1	-
yndon Gurr	-	2D	2D	-	-	-	_	2D	-	<u></u>	1
ete Campbell	-	-	-	-	-	-	_	-	-	_	50
John Shelley	MRR	-	-	-	-	-	_	-	-	3D	1
Don Smith	MYR	-	-	2D	-	-	2D	-	-	-	-
Bank (new)							-			6	4
Bank (pool)				_			_	-	-	U	т
rice		100F	90F	110E	70G	60H	1350	120D	1100	165B	135
Company credit		0	165	115	70	-	270	240	220	380	39
oans		-	-	-	-	-	-				-
okens		-	-	-	-	-	1	1	1	1	1
rains		22	32	2	22	3	-	-	-	3	3 3

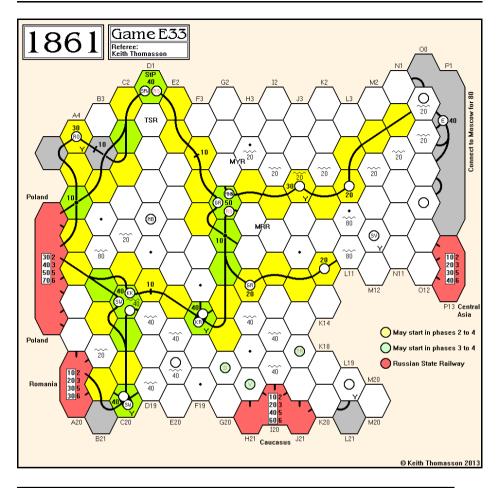
 Tiles
 Tile number/Availability
 Two Operating Rounds between Stock Rounds

 3/2
 4/4
 5/2
 6/ 7/**O** 8/**O** 9/**O** 57/1
 58/3
 201/3
 202/2
 621/2
 14/2

 15/2
 16/2
 17/2
 18/2
 19/2
 20/2
 21/2
 22/2
 23/4
 24/2
 25/4
 26/2
 27/2

 28/2
 29/2
 30/2
 31/2
 87/2
 88/ 204/2
 207/3
 208/2
 619/2
 622/2
 624/1
 625/1

 626/1 635/- 637/-♥ Yellow track tiles are unlimited

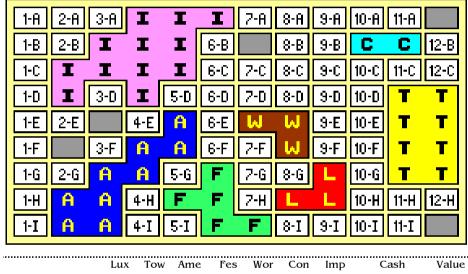






7 Wonde	ers 1	Th	ree more free	cards.	<u>R</u> ou	JND 8
Age II - Card 2 Mike Reeves Jyndon Gurr Jim Reader Vilan Stagg Pete Campbell John Boocock Kevin Lee	Wonder Forum Courtho Library Quarry		2 for Stone} Vest Trading I e to Scriptoriu Scriptorium} }	Post}	ile contains '	7 Age I cards
Mike I	Lyndon	Jim	Allan	Pete	{John}	Kevin
0 coins/4 VP 10	coins/8 VP	1 coin/10 VP	9 coins/20 VP	1 coin/8 VP	6 coins/5 VP	17 coins/7 VP
🔋 🔇 ີ 🔋	(3)	8000	: 3	Build Noa ADISCYADD PEEF	ş 🔇 🕈	ş 🔇 🕽
ୢଽ୶୷୲ୖୖୄ୕	SUILD I FREE BUILDING FOR EACH AGE	28 (4) a	-9-	AULD NOV A DISCARDED BUILDING FOR FREE	gererer T	§ © 1
髥 🕖 🇳 😫	()			A DISCARDED BUILDING POR FREE	8 🕖 🗳	z 🕖 🌯
A BOS A A A A A A A A A A A A A A A A A A A	5 Tavern	Trading Post	Trading Post	1 1 0 2 Marketplace	<u>ک</u> ا	۲
Trading Post	(3) Baths	Forum	(4) Courthouse	Barracks		@/ <b>@</b>
Caravansery S	tockade	Altar	Apothecary	Apothecary		
	$\mathbb{X}$	(3)			5	, <b></b> ,
Guard Tower Arc	hery Range	Pawnshop	Scriptorium	Dispensary	Tavern	Vineyard
Walls		Barracks	Workshop	Scriptorium	Altar	
			Laboratory	Library	Theatre	
1	-1	2	-2	2	-1	-1
Orders require	d		Age	II cards are p	assed to the	right
Your third card	l for Age II	, to play, bui	ld a Wonder s	stage or disca	ard for 3 coin	s 🔊

Ac	QUIRE	59	Looking for a merger? You won't find one here.	<u>R</u> ound 7
Michael	12-G	Buys 3 Fe	estival @ 300.	
John	5-H	Buys 3 C	ontinental @ 400.	
Tony	11-G	No purch	ases.	
Colin	5-F	No purch	ases.	
Lyndon	6-H	Buys 3 C	ontinental @ 400.	
Michael	5-C		estival @ 600.	



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Lyndon Gurr	8	-	-	-	8	11	-	1,100	20,600
Michael Graystone	13	-	-	13	-	2	-	-	21,500
John Colledge	-	4	9	-	1	6	3	1,700	34,400
Tony Wilcock	-	-	3	-	-	-	4	3,900	18,600
Colin Sharpe	-	5	7	4	-	1	1	-	24,100
Bank Stock	4	16	6	8	16	5	17		
Chain Size	3	8	9	5	3	2	12		
Chain Value	300	600	700	600	400	400	900		

Playing sequence

John, Tony, Colin, Michael, John again



ROUND 9

#### 

BATTLE! 5

Your Attribute research order is: AMECSBDRPHX

Apologies to the players for the errors I made last time. The web version was updated to show the correct position and the affected player notified. Frustratingly, it seems obvious that some people ignored (or missed) the update notice and worked from zine after all. If you need to be sure where we are starting from for this round, that is the best source to refer to.

- Research: *Frogs* researches Defence, *Effalump* researches Range, while *Banzai* and *Dream Team* research Power.
- New units:  $1A \{F\}, 7F \{D\}$ . I re-use older numbers when they become available.
- Moves:A little bit of shuffling, with *Frogs* pulling back into a defensive line. 3C uses<br/>Elite (g) to slip past 2B on its way to the double-power hex. 4A cannot move -<br/>(a) it has no move skills, and (b) it is locked in place against 5B.

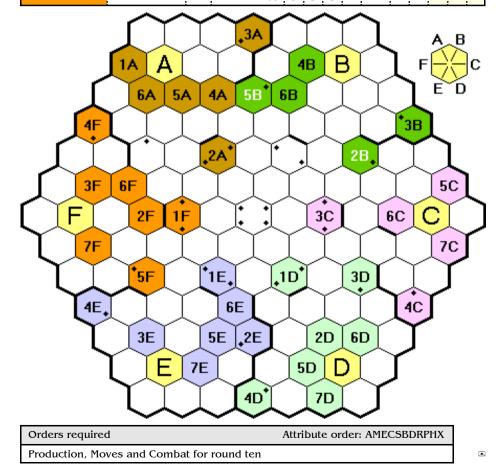
Conversions: None.

Builds: 6C builds a wall {E}, 2E builds a wall {B}.

I took this one slow and double-checked quite a bit, so I shall be disappointed if I have moved units in the wrong direction or missed other obvious things.

Team	Research	PP	Units	А	Μ	Е	С	s	В	D	R	Р	Н
<i>Apache</i> Pete Campbell	<b>x</b> Level 6	14	1A ◆◆2A ◆3A 4A 5A 6A	2 1 2 3	2 2	-	0	2/0					
<i>Banzai</i> Mark Stretch	+Power Level 9	11	◆3B 4B 6B	2	2								
<i>Conflux</i> Steve Ham	<b>X</b> Level 8	13	◆4C 5C	0 2	2 1			0/0 1/0					
<i>Dream Team</i> Allan Stagg	+Power Level 9	15	2D ♦3D ♦4D	3 1 0 0 0	3 2 2 2 1			0/0 0/0			1		

Team	Research	PP	Units	А	М	Е	С	s	В	D	R	Р	Н
Effalump	+Range	15	<b>♦</b> ♦1E	2	2								
Marcus Pratt	Level 8		<b>◆</b> 2E	2	2	0	0	1/0	1				
			3E	2	1	2	1	1/0	1	1			
			<b>◆</b> 4E	0	2								
								1/0					
			6E	2	2	1	1	1/2	1				
			7E	2	2	1	0	1/2	1				
Frogs	+Defence	15	<b>♦♦</b> 1F	1	2								
John Marsden	Level 7		2F	0	1	1	0	1/0	1				
			3F	2	1	1	1	2/2	2				
			<b>◆</b> 4F	0	1								
			<b>◆</b> 5F	3	2	1	1						
			6F	0	1								
			7F	1	1	1							



♦ 18 ♦



BUS BOSS 331-SCT	A close contest.	<u>G</u> AME OVER
2ndPete Campbell3rdJim Reader4thRoger Trethewey	OMR SCAM BUM SLOB TABS	315 298 264

<u>Pete Campbell (SCAM, 2nd)</u>: I thought it was an interesting map. A lot of competition in the middle with scope for monopolies around the edges. I missed the opportunity to link to Aberdeen early on, which probably affected my chances, but other than that I was happy with my network. Congrats to Mark and thanks to Keith for running it.

Jim Reader (BUM, 3rd): As Keith mentioned, I really managed to mess this game up. I think it was turn 8, I very deliberately and carefully counted the number of turns I had left so I could build the three remaining west coast monopolies and got it hopelessly wrong. I worked out I had enough turns left that I could still build these and connect to Fraserburgh, so I took the Fraserburgh connection. Of course, I then ran out of turns to build to Mallaig, Oban and the Kyle of Lochalsh and had to make a choice between them. It's hard to know how much this actually cost, as I did gain points from having this connection, but missed out on a certain 60 points (minus some payments) for not building the third monopoly. I suspect that this cost me the game, which is especially frustrating given how hard I had worked in the building stages to secure the west coast monopoly and routes south. All I can say is "\*#\$^1" and a muttered congratulations to Mark for taking full advantage of my cockup. Thanks also to Keith for running the game.

<u>Roger Trethewey (SLOB, 4th)</u>: Congratulations to Mark, in the lead all the way. My favourite to win had been Jim having cornered the whole of the northwest. I spent too much time messing about in the middle. It was a good game made better knowing a lot of the places on the map having spent many holidays in Scotland. Thanks Keith for running the game.

.....

This map is one of the few that offers good chances of locking your opponents out of an area, and Jim did that very well. Shame about the planning... As I said, I made the same mistake when I was looking ahead to see how likely he was to make it work.



#### 

BUS BOSS 333-CRO

Peckham joins the network to make it a full house.

<u>R</u>OUND 10

# Croydon

Rour	nd 10 Runs			BRACE	CAR	GRUB	TEAR	BUM	
27	8♣ Wimbledon & Merton 5♦ Peter Pan Pool	<pre>① BRACE X BUM</pre>	30	+3				-3	23
28	A♦ Croydon 6♣ Streatham Hill	<ol> <li>GRUBBY</li> <li>CAR</li> <li>BUM</li> <li>TEAR</li> <li>✗ BRACE</li> </ol>	11 10 5 4	-2	+3	-3		+2	
29	A♥ Shopping Malls J♠ Shirley Park	1 BRACE	30						30
30	4♦ Catford 9♥ Woodcote	<ol> <li>① TEAR</li> <li>② BRACE</li> <li>② BUM</li> <li>✗ GRUBBY</li> </ol>	16 7 7			-3 -5	+2/-3 +3	+3/-2 +6/-2	12 6 2 8
31	3♦ Lewisham 9♠ Coney Hall	1 BRACE 2 TEAR	20 10	+2			-2		18 12
32	10♦ Beckenham 3♥ Coulsdon	<ol> <li>① BUM</li> <li>② CAR</li> <li>✗ BRACE</li> <li>✗ GRUBBY</li> </ol>	20 10	-7 -3	+3 +4	-4		+7	13 3 10
33	K♠ Central Croydon 10♣ Streatham Common	<ol> <li>TEAR</li> <li>CAR</li> <li>BUM</li> <li>GRUBBY</li> </ol>	13 7 6 4			-3		+3	1
34	2♣ Dulwich 4♥ Mitcham	<ol> <li>① CAR</li> <li>① GRUBBY</li> <li>★ BRACE</li> </ol>	15 15	-3 -5	+3	+5			12 10 3
35	<ul><li>K♥ Thornton Heath</li><li>Pond</li><li>6♦ Bell Green</li></ul>	<ol> <li>CAR</li> <li>TEAR</li> <li>BRACE</li> </ol>	13 12 5	+2	+2/-3 +4/-5		+3/-2 -2		12 13 2

#### Round 10 Routes

<u>Graystone Relies on Ugly Brown Buses Yet-again (GRUBBY)</u> (Michael Graystone, Brown) None.

Croydon Access Routes (CAR) (Bob Coull, Black) None.

<u>Bus Routes Across Croydon Eventually (BRACE)</u> (Pete Campbell, Blue) Dulwich - Peckham (5)

Bloody Useless Management (BUM) (Jim Reader, Yellow) None.

<u>Tooting Enterprises Are Rampant (TEAR)</u> (Kevin Lee, Green) Morden - Carshalton (8)

	Runs:	27	28	29	30	31	32	33	34	35	Routes S	Score
BRACE	156	27	2	30	6	18	10	-	8	2	-5	254
TEAR	199	-	4	-	14	12	-	13	-	13	-8	247
CAR	152	-	7	-	-	-	3	7	12	15	-	196
BUM	169	3	3	-	2	-	13	3	-	-	-	193
GRUBBY	125	-	14	-	8	-	4	7	10	-	-	168

#### Round 11 Runs

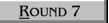
21.	K <b>会</b> -	3♣	Central Croydon to Peckham
36.	Q♥ -	K♣	Morden to Thornton Heath
37.	7 🛧 -	J♦	Tooting to Woodside
38.	8♥ -	9♣	Wallington to Colliers Wood
39.	8♦ -	2♠	Hayes to Whyteleafe
40.	6 -	6♥	Forestdale to South Croydon
41.	7♥ -	10♠	South Croydon to West Wickham
42.	5♥ -	J♣	Purley to Crystal Palace
43.	5 🔹 -	7♠	Tulse Hill to New Addington
44.	A 🕭 -	K♦	Gatwick Link to West Croydon

Runs Routes Buy in the order Michael, Jim, Bob, Kevin, Pete Enter up to 5 

#### 

**BUS BOSS 335-GMY** 

Slim pickings for most, but BAG had it in the bag.



Gerr	nany								
Roui	nd 7 Runs			BAG	ODE	BUS	HUN	GBR	1
1	7♥ Kassel 6♦ Hamburg	<ol> <li>HUN</li> <li>BAG</li> </ol>	20 10						20 10
3	2♥ Duisburg 3♠ Freiburg	① BAG X ODE	30	+4	-4				26 4
4	Q♥ Mainz K♣ Gorlitz	① BAG	30						30
5	7♣ Magdeburg J♦ Osnabrück	<ol> <li>BUS</li> <li>HUN</li> </ol>	15 15			-4	+4		19 11
6	Q <b>∲</b> Dresden 8♥ Bonn	<ol> <li>① BAG</li> <li>② BUS</li> <li>✗ GBR</li> </ol>	20 10			+4		-4	20 6 4
7	J♥ Frankfurt 9♣ Leipzig	<ol> <li>BAG</li> <li>ODE</li> <li>BUS</li> <li>★ HUN</li> </ol>	16 9 5	-5	-5 +3	+5 +5	-3		21 11 -5 3
8	K♠ Czechoslovakia 3♣ Berlin	<ol> <li>① BUS</li> <li>② ODE</li> <li>✗ BAG</li> </ol>	20 10	-4	+2 +4	-2			22 4 4

# FOR WHOM THE DIE ROLLS #199

×

#### Round 7 Routes

Buses Around Germany (BAG) (Bob Coull, Green) Erfurt - Nürnberg, Gorlitz - Poland (12)

Over Deutschland Express (ODE) (John Marsden, Yellow) Berlin - Stralsund (10)

Hamburg Upper Network (HUN) (Colin Sharpe, Red) Hamburg - Lübeck - Rostock (10)

German Buses Rule (GBR) (Roger Trethewey, Blue) Osnabrück - Wilhelmshaven, Dortmund - Essen (11)

Busreisen Überall Schnell (BUS) (Mike Reeves, Black) Flensburg - Denmark, Magdeburg - Erfurt (11)

	Runs:	1	3	4	5	6	7	8	Routes S	Score
BAG	27	-	26	30	-	20	21	4	-12	116
BUS	32	10	-	-	19	6	-5	22	-11	73
HUN	30	20	-	-	11	-	3	-	-10	54
ODE	28	-	4	-	-	-	11	4	-10	37
GBR	31	-	-	-	-	4	-	-	-11	24

#### Round 8 Runs

2.	3♥ -	7♦	Essen to Wilhelmshaven
9.	8♠ -	5♣	München to Stralsund
10.	2♦ -	A♣	Flensburg to Poland
11.	9🏚 -	4♥	München to Dortmund
12.	10♦ -	10♥	Hannover to Trier
13.	K♦ -	7♠	Belgium to Augsburg
14.	A <b>♠</b> -	Q♦	Mannheim to Netherlands
15.	2 -	6♥	Karlsruhe to Köln
16.	5♥ -	J♠	Dusseldorf to Switzerland
17.	10 🗣 -	4♦	Plauen to Lübeck
18.	2 🗣 -	9♦	Berlin to Braunschweig

Enter up to 5 Buy in the order Roger, John, Colin, Mike, Bob	



♦ 22 ♦

ROUND 10

. . .

#### 

# RAILWAY RIVALS 2194-MN

FOR WHOM THE DIE ROLLS #199

BUM is reeled in by another 2 points... ROUND 11

# Minnesota

Rou	nd 11 Runs			GREAT	HEART	FEAR	MARS	BUM	1
29	21 Fairbault/Red Wing 42 St.Cloud	<ol> <li>BUM</li> <li>GREAT</li> <li>FEAR</li> </ol>	16 9 5	+2/-1				+1/-2	17 8 5
30	32 Pipestone/ Worthington 65 Forest Center/ Virginia	<ol> <li>HEART</li> <li>MARS</li> <li>BUM</li> <li>GREAT</li> </ol>	13 7 6 4	-2	+1 -1 +2		-1 -1	+1 +1	11 9 4 6
31	22 Rochester 31 Sioux Falls	<ol> <li>① GREAT</li> <li>② MARS</li> <li>✗ HEART</li> <li>✗ BUM</li> </ol>	20 10		-2		+2 +1	-1	20 7 2 1
32	44 Duluth ✿4 North Dakota	<ol> <li>BUM</li> <li>HEART</li> <li>MARS</li> </ol>	16 9 5		-1		+1		16 10 4
33	62 Noyes/Warroad 14 St.Paul	<ol> <li>① MARS</li> <li>② FEAR</li> <li>✗ GREAT</li> </ol>	20 10	-1		+1			20 9 1
34	56 Qrand Forks 16 Anoka/Hopkins	<ol> <li>① GREAT</li> <li>② FEAR</li> <li>③ HEART</li> <li>✗ MARS</li> </ol>	16 9 5	+3	+1	-3 -1 +1	-1		13 12 4 1
35	55 Bemidji ✿3 South Dakota	<ol> <li>① BUM</li> <li>② HEART</li> <li>✗ MARS</li> <li>✗ GREAT</li> </ol>	20 10	-3	-3 +3		-6	+3 +6	11 10 6 3

Routes Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown) None.

Ham's Engines Are Rubbish Timberwolves (HEART) (Steve Ham, Purple) None.

Fairmont Railways Are Rampant (FEAR) (Kevin Lee, Red) None.

Making Alternative Routes Superior (MARS) (John Marsden, Green) None.

Bloody Useless Management (BUM) (Jim Reader, Yellow) None. .....

### 

# HOMESTEADERS 1

Pipped at the post.

Worker Allocation

Howard	5	Homestead {W} Farm {T\$\$} Foundry {S} Ranch {L} Copper Mine {C}
Rob	3	Homestead {W} Market {\$\$} Gold Mine {G}
Michael	5	Homestead {W} {VP} Market {\$\$} Farm {T\$\$} Farm {F}

#### Income and Payroll

income a	and rayroll	
Howard	Gains \$15 W T S C L	Trade TS for \$\$\$+VP
		Pays \$5 for 5 workers
Rob	Gains \$8 W T G VP VP VP VP	Pays \$3 for 3 workers
Michael	Gains \$9 T T F VP	Pays \$5 for 5 workers

Auctions	Auc	ction 1 {Any} : Auction 2 {I or C				
Howard	Rob	Michael				
\$16 on Auction 1	\$3 on Auction 2	Pass to Railroad Track				
		Takes 3 VPs				

### Building

..... Howard Takes 2 debt tokens, trades T\$ for W, build the Town Hall, sells L for 4 VPs. Trades TG for L, builds the Restaurant. Rob

				Resources									
	\$	Wrk	W	F	S	G	С	L	Debt	Т	Inc	VPs	RT
Rob Thomasson	8	3	2	-	-	1	-	-	1	1	2	45	Any/+3
Michael Longdin	11	5	4	1	-	-	-	-	~	11	1	24	Any/+3
Howard Bishop	1	5	1	-	-	-	~	-	2	1	4	49	Any

Howard pulls is out of the bag at the end. I have to admit that the spreadsheet was not adding the correct amounts for end-of-game bonuses,, but this was having a relatively even effect for everyone. In the end the deciding factor was Howard going all out for the Town Hall, which was also Rob's first choice of building. The Rail Yard was another major contributor to his total.

	Howard Bishop	
	Rob Thomasson	
3rd	Michael Longdin	24

So congratulations to Howard, while I thought Rob had it sewn up. We'll do the final roundup next time if you would care to share your thoughts on the game. ×



Runs:	29	30	31	32	33	34	35	Builds	Score
227	17	4	1	16	-	-	11	-	276
199	8	6	20	-	1	13	3	-	250
190	-	9	7	4	20	1	6	-	237
187	5	-	-	-	9	12	-	-	213
152	-	11	2	10	-	4	10	-	189
	227 199 190 187	227 17 199 8 190 - 187 5	227 17 4 199 8 6 190 - 9 187 5 -	227         17         4         1           199         8         6         20           190         -         9         7           187         5         -         -	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	$\begin{array}{cccccccccccccccccccccccccccccccccccc$

#### Round 12 Runs

Noui	IG 12 Kuns	5
36.	34 - 15	Granite Falls/New Ulm to St.Paul
37.	26 - 63	Mankato to Hibbing
38.	12 - 46	Minneapolis to Superior
39.	23 - 🛛 6	Winona to Lake Superior ports
40.	54 - 41	Fargo to Brainerd/Sauk Center
41.	52 - 66	Cass Lake/Moorhead to Ely/International Falls
42.	33 - 🛛 1	Fairmont/Marshall to Wisconsin

### Runs

Enter	up	to	4	
-------	----	----	---	--

# ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Jan 18	mais n'est-ce pas la gare? 138
	Minstrel 367

# 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.

 •	Lyndon Gurr	3.338	The rating system is:
•	Pete Campbell	3.063	
-	Marcus Pratt	2.911	5 points for a win
-	Mark Frueh	2.800	3 points for second
•	Lionel Robbins	2.708	1 point for third
-	Steve Thomas	2.611	
-	Michael Graystone	2.340	
-	Tony Robbins	2.318	
<b>A</b>	Rob Thomasson	2.268	
 -	Bob Coull	2.053	



#### 

# RAILWAY RIVALS 2205-M

Apologies, run 14 was not available.

# ROUND 8

# London & Midlands

Rour	nd 8 Runs			BALL	ODE	BUM	DRAB	COLIN	
8	25 Windsor	① BALL	10			+5			15
	51 Birmingham		10	_					10
		1 BUM	10	-5					5
9	52 Birmingham	1 COLIN	13				-10		3
	35 Peterborough	1 BALL	12				+1/-8		5
	Ŭ	3 DRAB	5	+8/-1				+10	22
10	44 Coventry	1 BUM	16	-1				+1	16
	23 Luton	② BALL	7			+1		+2	10
		② COLIN	7	-2		-1			4
11	65 Newark	① ODE	30						30
	✿4 East Anglia								
12	31 Cambridge	① ODE	20			-5		+8	23
	43 Leamington Spa	② COLIN	10		-8				2
	<u> </u>	🗶 BUM			+5				5
13	12 London	① BUM	13						13
	62 Loughborough	② BALL	8		+4		+3		15
		3 DRAB	5	-3					2
		3 ODE	4	-4					0

#### Routes

Birmingham and London Link (BALL) (Bob Coull, Black)

C61 - I61 - J64, B31 - Walsall, B31 - A30.

-10 (builds) +3/-1 (ODE) -1 (BUM) +2/-1 (DRAB) = -8

<u>One Dark Engine (ODE)</u> (John Marsden, Green) Oxford - B13 - A12, D46 - C46 - B46 - A46, I6 - K5 - L6 - M5, J18 - K18. -10 (builds) +1/-3 (BALL) -3 (COLIN) = -15

<u>Bloody Useless Management (BUM)</u> (Jim Reader, Yellow) Stratford Upon Avon - A21, C9 - C6 - Reading, L15 - J14 - J13 - 112.

-10 (builds) +1 (BALL) -1 (COLIN) = -10

Don's Railways Across Britain (DRAB) (Don Shailer, Orange) G45 - Hertford, M30 - N31 - A70 - B71, L31 - I29 - I27, A70 - Loughborough. -10 (builds) +1/-2 (BALL) = -11

Coventry, Oxford, London Internal Network (COLIN)(Colin Sharpe, Blue)B23 - A22, Reading - C4 - A5, E31 - Walsall6 (builds) +3 (ODE) +1 (BUM) = -2									
Scores									
	Runs:	8	9	10	11	12	13	Builds	Score
BALL	111	15	5	10	-	-	15	-8	148
ODE	85	-	-	-	30	23	0	-15	123
COLIN	103	10	3	4	-	2	-	-2	120
BUM	70	5	-	16	-	5	13	-10	99
DRAB	69	-	22	-	-	-	2	-11	82

♦ 26 ♦

#### Round 9 Runs

IU 9 Mulis	
14 - 🛛7	London to The West
22 - 13	Aylesbury to London
55 - 41	Walsall to Banbury
61 - 32	Derby to Bedford
34 - 🛛 3	Northampton to The North
24 - 66	Watford to Lincoln
54 - 16	Wolverhampton to London
46 - 🛛 1	Leicester to The North West
	14 - <b>0</b> 7 22 - 13 55 - 41 61 - 32 34 - <b>0</b> 3 24 - 66

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

# **RAILWAY RIVALS 2206-NE**

Most of the distant ROUND 5 towns are connected.

۲

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

 \$12 - V11 - X12 - V11 - England
 (Pete Campbell, Blue)
 S12 - V11 - X12 - Y11 - Falmouth, V22 - V24 - W24 - W27.

29 +3 (towns) +2/ $\overline{1}$  (GREAT) +5/ $\overline{1}$  (HEART) -1 (RRR) -1 (AOL) = 35

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown) T13 - T15 - R16 - R22, Manhattan - Brooklyn, T15 - Boston, R17 - Lowell. 62+1/-2 (RINE) -1 (HEART) -2 (RRR) = 58

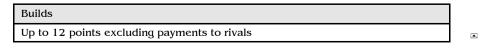
Ham's Engineers Are Rather Terrific (HEART) (Steve Ham, Purple)

C6 - Brooklyn, Rutland - H27 - G27 - G29 - E30 - Burlington, Y26 - Y27.  $\overline{34 + 9 (towns)} + 1/-5 (RINE) + 1 (GREAT) + 4/-2 (AOL) = 42$ 

Reeve's Rapid Railroad (RRR) (Mike Reeves, Green) Lewiston - A69 - C70 - Augusta - Waterville, T27 - T28 - S28 - Conway, S32 - Berlin, Boston - V15 - Brockton - X13. 73 +15 (towns) +1 (RINE) +2 (GREAT) +6 (AOL) = 97

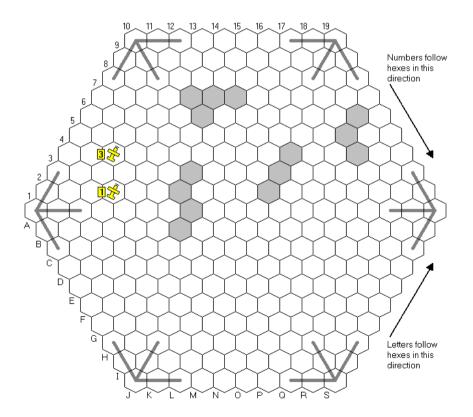
America On Line (AOL) (Roger Trethewey, Black) Y27 - B69 - B70 - C70 - Augusta, C4 - Brooklyn, St. Johnsbury - I34 - H34. 39 + 1 (RINE) + 2/-4 (HEART) -6 (RRR) = 32

Steve, you're being a bit quick to write down the hex references you want. Don't just look at one number and assume which way the number run, check to see if you need to count up or down from the number you can see. The further up the map, the higher the numbers.



#### 

	SOPWITH T353F	<b>W</b>	No damage this round.	<u>R</u> ou	JND 26
	Pilot	Starts	Moves	Ends	A:D:P
-	<i>The Brown Baron</i> Michael Graystone	D2-NW	RT-f-LA, A, A {2 kills}  {Airfield: A1}	D5-NE	13:11:41
	<i>Wizard Prang</i> Jim Reader	C3-NE	A, A, A {Airfield: J19}	C6-NE	11:05:00



The clouds moved north west. The Brown Baron keeps his upper hand, as he has Wizard *Prang* caught between his line of fire and the edge of the combat area. ×

### FOR WHOM THE DIE ROLLS #199

# NEWS FROM THE ROCK

www.fwtwr.com/fwtwr/



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

Ω The number of games being run on the web site is shrinking, with the bias tending towards 18xx games, even though I am limiting the number of those I am running at the same time.

The reason is not so much a lack of interest on my part, but more to do with the fact that the games on offer are all older varieties. I am working towards changing this, and am currently developing an adjudicator for Castles of Burgundy, which should attract more interest. There are other places you can play this online, but my offerings are for those who do not care for the speed or pressure of many online games.

- 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 ..... 3.485 Pete Campbell ..... 2.788 . David Hilbert ..... 2.682

The rating system is:

5 points for a win

1 point for third

3 points for second

0

- Rob Thomasson ..... 2.661 .
- Victor Cronshaw ..... 2.553 .
- Michael Graystone ..... 2.188
- John Colledge ..... 2.172 .
- Mick Haytack ..... 2.084

#### Completed games and winners: ۵

Puerto Rico e984	Randall Nelson
Saint Petersburg e989	Rob Thomasson

#### New games and start dates: ٥

Puerto Rico e1000 ..... Jan 18th



#### FOR WHOM THE DIE ROLLS #199

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# GAME ORDERS

Please observe these guidelines when sending your orders.

- The game name and game number must be given for each set of orders. 0
- Your own name and where relevant, your company name and game colour, must be O given for all game orders, preferably at the top of the orders.
- 0 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.
- ۵ When sending orders via e-mail, make sure they are sent as *plain text*, with *FWTDR* or *die rolls* somewhere in the subject line.
- 0 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.
- 0 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.
- 0 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.
- 0 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 0 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. 0
- 0 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.
- 0 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. 0

# 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:

The limit of five runs applies at all times.

Railway Rivals:

Bus Boss:

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.

in an these cases, you can choose your runs nom an those available.

WHO PLAYS WHAT

John Colledge Bob Coull Mark Frueh Michael Graystone . Lyndon Gurr Steve Ham Mike Hutton Mike Hutton Michael Longdin Michael Longdin Mike Moene Mike Moene John Marsden Mike Reeves Jim Reader Mike Reeves Jim Reader Jim Reader Mike Reeves John Shailer Don Shailer John Shelley Allan Stagg Rob Thomasson Roger Trethewey	7W1, 1829-A30, 1861-E33, Bat5, BB-333-CRO, RR-2206-NE Acq59 BB-333-CRO, BB-335-GMY, RR-2205-M 1856-E31 Acq59, BB-333-CRO, RR-2194-MN, RR-2206-NE, Sop353 7W1, 1861-E33 Acq59 Bat5, RR-2194-MN, RR-2206-NE 1825-X31, 1861-E33 7W1, BB-333-CRO, RR-2194-MN HS1 Bat5, BB-335-GMY, RR-2194-MN, RR-2205-M 1825-X31, 1830-S32 Bat5, OP29 7W1, BB-335-CRO, RR-2194-MN, RR-2205-M, Sop353 7W1, BB-335-CRO, RR-2194-MN, RR-2205-M, Sop353 7W1, BB-335-CRO, RR-2194-MN, RR-2205-M, Sop353 7W1, BB-335-CRO, RR-2194-MN, RR-2205-M, Sop353 7W1, BB-335-GMY, RR-2206-NE 1825-X31, 1829-A30 1830-S32, 1856-E31 RR-2205-M Acq59, BB-335-GMY, RR-2205-M 1825-X31, 1829-A30, 1830-S32, 1856-E31, 1861-E33 1830-S32, 1856-E31, 1861-E33 7W1, Bat5 Bat5 1829-A30, 1856-E31, HS1 BB-335-GMY, RR-2206-NE
	BB-335-GMY, RR-2206-NE
TONY WIICOCK	Асцэя



# OUTSIDE EDGE

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

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