

FOR WHOM THE DIE ROLLS

March 2013

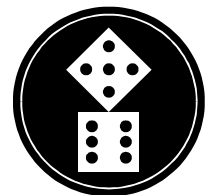
Published by Keith Thomasson

Issue 200

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.



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INSIDE STORY

This is FOR WHOM THE DIE ROLLS #200, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £2.00 (including postage).

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START

Welcome to issue #200. A major milestone, but reached in a declining style - but reached, none the less.

I was asked a few times if I was going to do anything special for this issue, but I decided to stick to just the zine.

Three 18xx games finish this time, as well as a Railway Rivals, so the numbers seem to be tumbling all of a sudden. At some point I will have to decide whether the paper zine needs to exist, or whether the final adjudications should only be distributed electronically, but I think that is still some way off.

I have previously mentioned my background project of recording all of my vinyl onto mini-disc. This is an important week, as I started it by finishing Stevie Wonder's albums. Once Charles Wright is done I shall be into XTC, at which point it becomes obvious that the LPs will nearly be done.

The final run of 14 albums will consist of Stomu Yamashta, The Yardbirds, Yazoo, Yello, The Yellowjackets, Yes, Neil Young, Frank Zappa and Goldie Zelkowitz. Some of those you will probably have heard of, some you probably have not. I would be surprised if you were familiar with all of them!

That is not the end of the project, of course. There is a whole bundle of compilation albums to be done next, starting with A Bunch of Stiffs featuring well know and lesser know artists on the Stiff Records label. Anyone familiar with Roogalator? They were so much part of the lesser know section that they don't even appear on this compilation. All Aboard/Cincinnati Fatback was their one and only Stiff Records release, a nice laid back sound from a 1972 pub rock band. There isn't much else from them out there, but I may be tempted to investigate the compilation CD released in 2000, if I can find one for less than £90.

Once the compilation albums are done I have to decide - do I want to do the 7" singles as well? In for a penny, on for a pound, I guess, although in this case I will have done all the pounds and will be picking up the pennies.

The way that song titles are presented is interesting. Many have shortened words, but the punctuation is often weird. The track titled Silly 'Lil Girl obviously means Silly Little Girl, but what is that apostrophe supposed to represent? Ah well, nobody ever said that being musically inclined, or even gifted, meant you had be particularly literate. ☆



1825-X31

The grey tiles appear later than the last report would suggest.

OR15 - OR16

Mike's order for the grey 51 tile last time caught me out, as the first '6' train has yet to be bought. Perhaps he put the order in there in case we had reached that stage of the game. Anyway, P18 reverts to tile 38, and on checking I find that no dividends were affected.

OR15	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	9:M11:1	-	330	No	112▼	10	4 U3 3
Mid	MH	43:O17:4	-	140	No	100▼	380	U3
NER	WM	14:K13:1	-	160	Yes	100▲	230	5
NBR	JS	31:I5:2	-	470	Yes	255▲	850	5 4
Cal	JS	6:J6:1	-	350	No	61▼	480	4 4 3
L&YR	LR	7:L10:4	-	280	No	205▼	300	6 6 3T
GNR	MH	66:J14:4	-	290	No	112▼	300	5 3
GCR	LR	50:O11:1	-	320	No	82▼	160	5 3T 3
GSWR	JS	51:H6:6	-	360	No	71▼	780	5 3
FR	LR	26:L10:5	-	50	Yes	142▼	18	5
M&C	JS	7:J8:5 9:L8:1	-	80	Yes	142▲	134	3T

- Notes:
- ① 100 to the bank for terrain costs
 - ② 990 to the L&YR for a '3' train
 - ③ 240 to the NBR for a '3' train
 - ④ 1,300 to the bank for two '6' trains
 - ⑤ 220 to the L&YR for a '3T' train

OR16	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	51:N10:2	-	510	Yes	180▲	10	4 U3
Mid	MH	23:N16:1	-	160	No	90▼	10	U3
NER	WM	-	-	170	Yes	112▲	230	5
NBR	JS	15:J6:6	-	390	Yes	280▲	130	7 5 4
Cal	JS	-	-	360	Yes	82▼	480	4 4
L&YR	LR	23:M11:1	-	560	Yes	255▲	300	6 6 3T
GNR	MH	-	-	180	Yes	126▲	110	7 5
GCR	LR	-	-	330	Yes	126▲	160	5 3T
GSWR	JS	1:I13:2	-	220	Yes	90▼	780	5
FR	LR	49:O9:1	-	240	Yes	160▲	18	5
M&C	JS	24:L8:1	-	90	Yes	160▲	134	3T

- Notes:
- ① 530 to the GNR for a '3' train
 - ② 720 to the bank for a '7' train

Cash Flow	b/f	OR15	OR16	c/f	Value	%	Certs
Lionel Robbins	526	67	1,013	1,606	5,453	28.9▲	18
John Shelley	425	408	682	1,515	4,795	25.4▲	18
Willem Moene	486	156	349	991	3,198	16.9▼	18
Mike Hutton	470	47	428	945	3,730	19.7▼	18
{John Boocock}	639	30	240	909	1,725	9.1▲	6

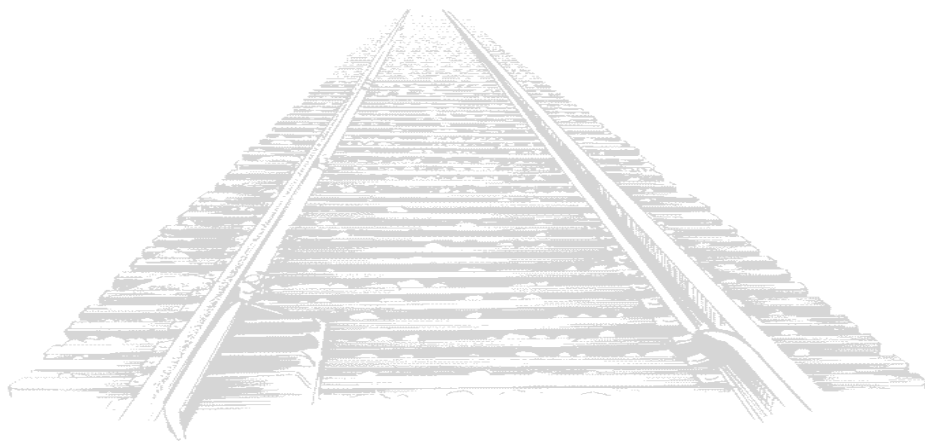
Portfolio	Privates	LNWR	Mid	NER	NBR	Cal	L&YR	GNR	GCR	GSWR	FR	M&C
Lionel Robbins	-	5D	-	-	1	-	7D	-	7D	-	4D	-
John Shelley	-	-	-	-	8D	5D	-	-	-	7D	-	4D
Willem Moene	C&HP	-	5	9D	-	2	2	-	-	-	-	-
Mike Hutton	-	3	5D	-	1	-	1	10D	-	-	-	-
{John Boocock}	L&M	2	-	-	-	3	-	-	-	-	-	-
Bank (new)	-	-	1	-	-	-	3	3	3	3	6	6
Price (new)	-	100	82	82	76	76	71	71	71	67	142	126
Bank (pool)	A&F TWW S&D	-	-	-	-	-	-	-	-	-	-	-
Price (pool)	-	180	90	112	280	82	255	126	126	90	160	160
Company credit	-	10	10	230	130	480	300	110	160	780	18	134
Tokens	-	1	1	3	1	2	2	2	1	1	-	-
Trains	4 U3	U3	5	7.5	4.4	6.6	7.5	5.3T	5	5	3T	3T

Bank cash: 9,034 Certificate limit: 18 Trains: None

Tile	Three Operating Rounds between Stock Rounds												
Tile number/Availability	1/1	2/2	3/2	4/4	5/4	6/4	7/4	8/8	9/8	55/2	56/2	69/2	114/1
115/1	12/4	13/1	14/3	15/-	16/2	17/1	18/2	19/3	20/1	21/1	22/1	23/3	
24/3	25/-	26/1	27/1	28/3	29/3	30/1	31/-	52/4	53/1	34/1	38/2	39/3	
40/2	41/3	42/3	43/2	44/3	45/-	46/-	47/3	63/-	64/-	65/1	66/1	67/1	
68/1	118/1	119/1	49/-	50/-	51/-								

Mike, when you tell me your dividends are a minimum of 140 or a maximum of 170, you have obviously worked out where those figures come from. Could you please do me the favour of specifying the stations involved, as there are times when I simply cannot find the totals you give without a lot of searching and lost time.

As a general comment, I kept meaning to mention that referring to a '3' train as a T3 is confusing in a game where '3T' trains exist. T3T doesn't help much, because I keep thinking the references to T3 mean the '3T' trains instead of the regular trains. This is partly because some people refer to the '3T' trains as T3, hence the confusion.



1825
Units 2-3

GameX31
 Referee:
 Keith Thomasson

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

Track may leave the grid if it connects to these areas

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Orders required for the following rounds	By the early deadline
OR17, SR10	Adjudication can pause between rounds if requested



1829-A30 Tell you what, let's have the scheduled stock round first. **SR14 - OR24**

Stock Round 14

(John Boocock)	Pete	Rob	John Shelley	Lionel Robbins
x	x	x	x	x
Priority for SR15				

OR24	Pres	Lay	Survey	Run	Pay	Notes	Price	Credit	Trains
LNWR	PC	-	►U25	220	Yes	-	250▲	10	5
GWR	RT	-	►S23	510	Yes	-	320▲	30	5 4
Mid	JS	1:N12:2	►M13	600	Yes	①	180▲	0	7 5
LSWR	Rcwr	8:V12:4	►U11	490	No	-	53▼	1,730	7 7
GNR	LR	-	►M19	240	Yes	-	225▲	0	4
LBSC	PC	-	►W9	310	Yes	-	126▲	20	7
GER	RT	-	►X12	220	Yes	-	225▲	10	4
GCR	RT	-	►S9	450	Yes	-	82▲	10	5 4
L&YR	JS	14:N12:2	►N20	460	Yes	-	90▲	120	5 4

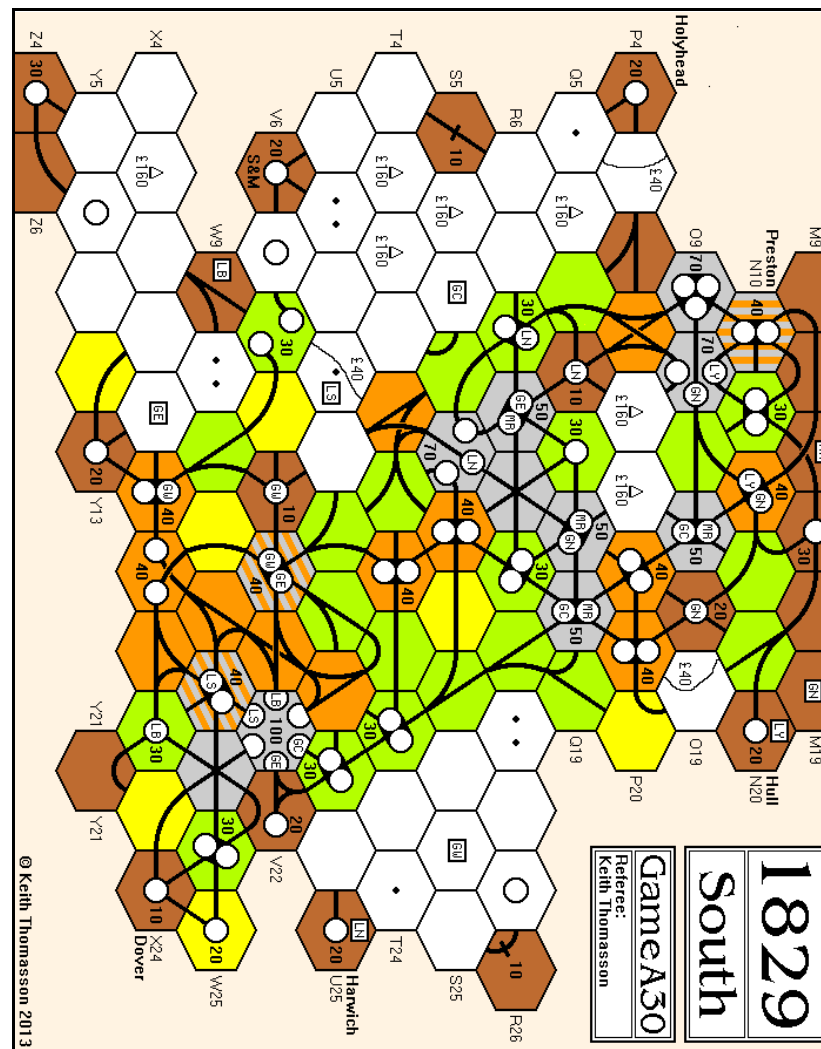
Notes: ① 160 to the bank for terrain costs

Cash Flow	b/f	SR14	OR24	c/f	Value	%	Certs
Pete Campbell	2,885	0	614	3,499	7,059	19.6▲	17
Rob Thomasson	5,503	0	792	6,295	10,008	26.1▼	17
John Shelley	4,345	0	930	5,275	9,031	23.6▲	18
Lionel Robbins	2,410	0	619	3,029	8,311	21.7▲	18
(John Boocock)	1,801	0	230	2,031	3,455	9.0▼	11

Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR
Pete Campbell	Holyhead	4D	2	-	-	4	5D	-	-	3
Rob Thomasson	-	1	5D	-	-	-	-	5D	9D	-
John Shelley	Harwich	1	1	7D	-	-	1	2	-	7D
Lionel Robbins	Hull, Preston, Dover	3	2	2	-	5D	-	3	1	-
(John Boocock)	-	1	-	1	5D	1	4	-	-	-

Bank (new)	-	-	-	-	-	-	-	-	-	-
Price (new)	100	90	82	76	71	67	64	61	58	-
Bank (pool)	-	-	-	5	-	-	-	-	-	-
Price (pool)	250	320	180	53	225	126	225	82	90	-
Company credit	10	30	0	1,730	0	20	10	10	120	-
Tokens	3	3	1	3	1	2	1	1	1	1
Trains	5	5.4	7.5	7.7	4	7	4	5.4	5.4	-
Bank cash: -129	Certificate limit: 18		Trains: None							

I had missed the fact that a stock round was due, and when I realised, mailed everyone to confirm that they would simply be passing through the round. The only shares on offer were the LSWR shares, and there was no way to get that out of the Receiver's hands due to the five held by John Boocock. I forgot that John Shelley had said he was away, but decided in the end I should have just gone ahead, as nobody would logically sell a share that will be making profit before the final round. So I went ahead, and we did indeed have just one more operating round.



Congratulations to Rob on being the only one of the group to reach a five-figure value, if only by the smallest of margins.

1st	Rob Thomasson	10,008	26.1%
2nd	John Shelley	9,031	23.6%
3rd	Lionel Robbins	8,311	21.7%
4th	Pete Campbell	7,059	19.6%
5th	John Boocock	3,455	9.0%

Next month will be the time for final words on this one, so have your say.



1830-S32 We have a short one. OR8

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	WM	63:H10:1	210	Yes	①	100E▲	6	5 4
Erie	WM	8:D12:3	60	Yes	-	100A▲	81	5
CPR	JS	-	-	-	-	76B▼	97	5
NYC	AR	62:G19:1	300	Yes	-	90E▲	41	4 4
NYNH	DS	46:F18:2	-	-	②	67H▼	1,094	-

Notes: ① 80 to he Erie for a '4' train
 ② Don needs to buy a train for the NYNH - sells 1 B&O (▼100E) and 2 NYNH (▼67H), gives the B&O 534, which is not enough - by \$6 - so goes bankrupt

Cash Flow	b/f	OR8	c/f	Value	%	Certs
Don Smith	269	-269	0	268	6.4▼	3
Adam Romoth	74	180	254	1,406	33.7▲	10-13
Willem Moene	95	141	236	1,386	33.2▲	9-10
John Shelley	34	60	94	1,118	26.8▲	11-12

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Don Smith	-	-	-	-	-	-	4P	-
Adam Romoth	5P	-	4P	-	-	6P	1	-
Willem Moene	-	5P	1	-	6P	-	-	-
John Shelley	-	-	1	5P	-	2	-	6P

Bank (new)	2	1	-	4	4	2	-	1
Price (par)	67	100	71	100	100	67	76	67
Bank (pool)	3	4	4	1	-	-	5	3
Price (pool)	69G	100E	50I	76B	100A	90E	67H	69G
Company credit	436	6	0	97	81	41	1,094	101
Tokens	1	1	2	3	2	3	-	1
Trains	4	5 4	6	5	5	4 4	-	6
Bank cash: 9,560	Certificate limit: 16							Trains: Diesels

I wasn't paying enough attention last time to spot that Don would have trouble getting himself a new train, and I suspect he missed the fact that he could only sell 2 NYNH because the bank pool was already pretty full. The result was a shortfall of \$6 for the NYNH to buy a Diesel and a bankruptcy for Don.

If Don had managed to buy the Diesel, Adam would have lost three of the four trains his companies owned, so he must be particularly thankful for that \$6 shortfall.

1st	Adam Romoth	1,406	33.7%
2nd	Willem Moene	1,386	33.2%
3rd	John Shelley	1,118	26.8%
4th	Don Smith	268	6.4%

Congratulations to Adam and many thanks to all of you for the truncated game. We will do our usual round up next time to close the doors on this one.

1830

Games532

Referee: Keith Thomasson

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1856-E31

Three rounds of run and pay.

OR16 - OR18

The WR price is actually 275C. 300C is a phantom space that does not actually exist!

OR16	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GW	AR	-	240	Yes	-	300B▲	809	5
WR	MF	63:J11:1	270	Yes	-	300B▲	511	6
TGB	RT	45:K12:2	290	Yes	-	250A▲	409	5
CV	JS	63:K8:1	290	Yes	-	150D▲	649	5
BBG	JS	8:I16:6	550	Yes	-	150C▲	135	D
CGR	MF	14:L9:3	660	Yes	①	150A▲	327	D
WGB	DS	59:I12:2	310	Yes	-	125A▲	260	6

Notes: ① The bank has run out of cash

OR17	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GW	AR	-	240	Yes	-	325B▲	905	5
WR	MF	9:K10:2	320	Yes	① ②	325B▲	499	6
TGB	RT	28:L5:3	290	Yes	-	275A▲	409	5
CV	JS	-	290	Yes	-	175D▲	707	5
BBG	JS	6:H15:3	400	Yes	-	175C▲	135	D
CGR	MF	8:L17:6	700	Yes	-	175A▲	327	D
WGB	DS	-	320	Yes	-	150A▲	260	6

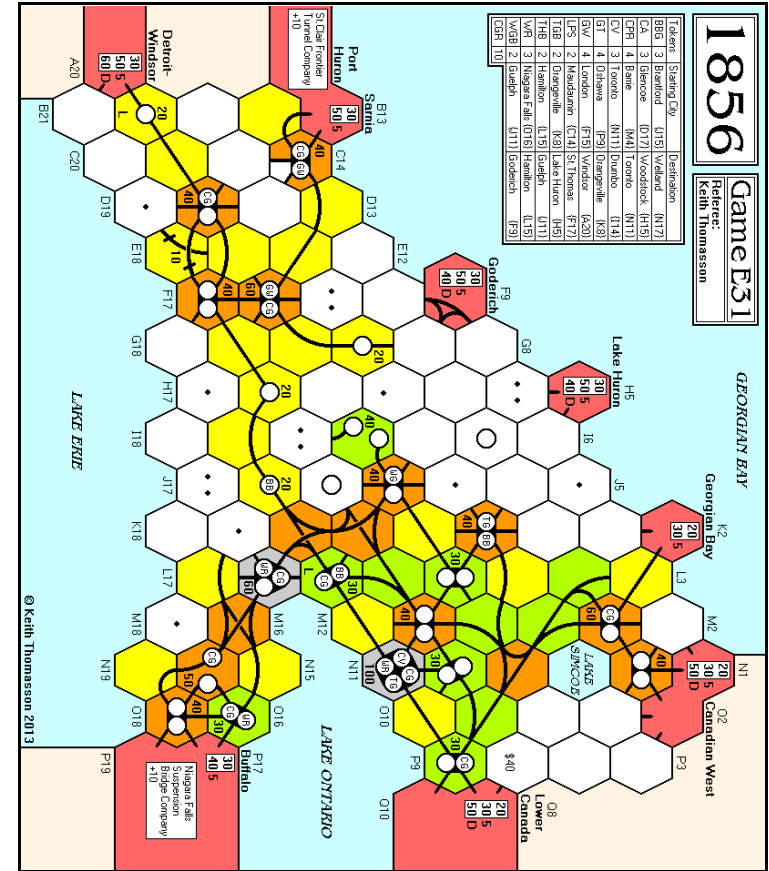
Notes: ① 40 to the bank for terrain costs
② 100 to the bank for a token in N11

OR18	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GW	AR	-	240	Yes	-	350B▲	1,001	5
WR	MF	-	320	Yes	-	350B▲	627	6
TGB	RT	-	290	Yes	-	300A▲	409	5
CV	JS	-	290	Yes	-	200D▲	765	5
BBG	JS	9:G16:2	500	Yes	-	200C▲	135	D
CGR	MF	-	700	Yes	-	200A▲	327	D
WGB	DS	-	320	Yes	-	175A▲	260	6

Portfolio	BBG	CV	GW	TGB	WGB	WR	CGR
Adam Romoth	1	1	5P	4	-	-	2
Mark Frueh	-	-	1	-	-	6P	9P
John Shelley	6P	6P	-	-	1	-	-
Rob Thomasson	2	-	-	6P	-	-	8
Don Smith	1	1	-	-	6P	-	1

Bank (new)	-	-	-	-	3	-	-
Price (par)	100	90	70	100	100	75	100
Bank (pool)	-	2	4	-	-	4	-
Price (pool)	200C	200D	350B	300A	175A	350B	200A
Company credit	135	765	1,001	409	260	627	327
Tokens	-	2	2	-	1	-	-
Trains	D	5	5	5	6	6	D
Bank cash: -5,707	Certificate limit: 11		Trains: Diesels				

Cash Flow	b/f	OR16	OR17	OR18	c/f	Value	%	Certs
Adam Romoth	1,347	386	375	385	2,493	6,243	20.7▼	11
Mark Frueh	1,272	483	531	531	2,817	7,067	23.4▼	10½
John Shelley	2,651	535	446	506	4,138	6,713	22.2▼	11
Rob Thomasson	2,015	548	534	554	3,651	7,451	24.7▲	11
Don Smith	179	303	296	306	1,084	2,734	9.1▲	7½



We've run to the end and find Rob in the winner's position, which is probably no surprise to anyone. Well done, Rob.

1st	Rob Thomasson	7,451	24.7%
2nd	Mark Frueh	7,067	23.4%
3rd	John Shelley	6,713	22.2%
4th	Adam Romoth	6,243	20.7%
5th	Don Smith	2,734	9.1%

We'll round it up and put it to bed next time.



1861-E33

Nationalisation is the name of this game round.

OR7 - MR3

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
E	DS	7:O6:2	-	-	① ②	120C▼	16	-	3
MB	LG	5:D9:3	-	-	③	100D▼	0	-	4
MNN	DS	619:L7:1	-	-	④ ② ⑤	100E▼	9	2	3
SV	MH	621:M10:2	9:N9:2	-	⑥ ⑦	-	-	-	-
KK	LG	24:E14:6	-	80	⑧	110E▲	70	-	3
KR	LG	204:D13:3	-	90	⑨ ⑩	100F▲	-	-	3
SPW	MH	23:A10:1	-	90	Half	65H▲	45	-	3
GRR	JS	15:H13:5	8:H11:6	140	Yes	165B▲	19	-	4 3
SW	PC	9:D19:2	57:E18:2	220	Yes	150D▲	378	-	3 3
RSR					④ ⑨		10	2	4

- Notes:
- ① 30 to the MNN for a '2' train
 - ② 225 to the bank for a '3' train
 - ③ 240 to the KK for a '2' train
 - ④ Acquires 2 loans
 - ⑤ 1 to the E for a '2' train
 - ⑥ 20 to the bank for a second tile lay
 - ⑦ Cannot buy a train - nationalised
 - ⑧ 210 to the KR for a '3' train
 - ⑨ 350 to the bank for a '4' train
 - ⑩ MB and RO are nationalised
 - ⑪ 75 to John for the MRR private
 - ⑫ 80 to the bank for terrain costs

Merger Round 3

No action

Cash Flow	b/f	OR7	MR3	c/f	Value	%	Certs
Mike Hutton	32	409	0	441	856	20.5▼	4
Lyndon Gurr	54	307	0	361	931	22.3▲	3
Pete Campbell	46	110	0	156	906	21.7▲	4
John Shelley	84	164	0	248	893	21.4▲	3
Don Smith	67	67	0	20	587	14.1▼	3

Portfolio	Privates	KK	KR	MNN	SPW	E	GRR	SW	RSR
Mike Hutton	TSR WVR	-	-	-	2D	-	1	-	
Lyndon Gurr	-	2D	2D	-	-	-	-	1	
Pete Campbell	-	-	-	-	-	-	-	5D	
John Shelley	-	-	-	-	-	-	3D	1	
Don Smith	MYR	-	-	2D	-	2D	-	-	

Bank (new)	-	-	-	-	-	6	4		
Bank (pool)	-	-	-	-	-	-	-		
Price		110E	100F	100E	65H	120C	165B	150D	
Company credit		70	70	9	45	16	19	378	10
Loans		-	-	2	-	-	-	-	2
Tokens		-	-	-	-	1	1	-	
Trains		3	4	3	3	3	4 3	3 3	4
Bank cash: 13,090		Certificate limit: 13				Trains: 1 x '4', 4 x '5'...			
Current operating order:		E, KK, KR, MNN, SPW, GRR, SW, RSR							

Tiles Tile number/Availability Two Operating Rounds between Stock Rounds

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

② Yellow track tiles are unlimited

1861 Game E33

Reference: Keith Thomasson

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Mike, please remember not to order ordinary tiles for 'Y' hexes, and when counting hexes to figure out the reference, remember that the numbers go up/down by two a time, and don't assume which way the numbers increase or decrease without checking the references shown at each end of the column.

Orders required for the following rounds *By the early deadline*

OR8, MR4

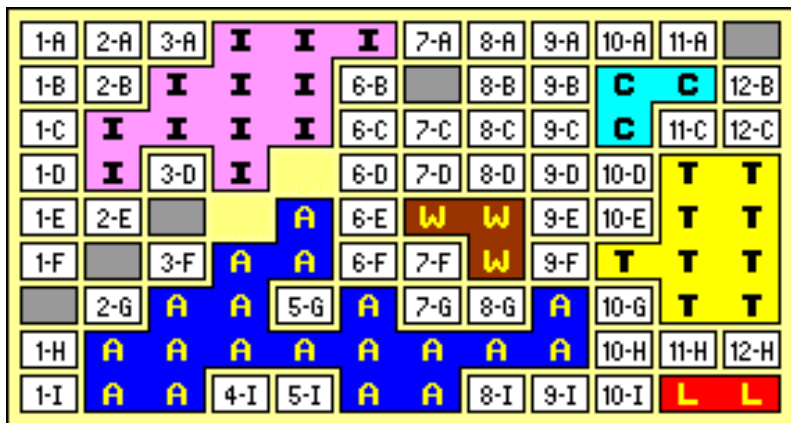


ACQUIRE 59

Two mergers,
one reformed chain.

ROUND 8

John 1-G Buys 2 American @ 700.
 Tony 7-H Festival takes over Luxor, bonuses for Michael {3,000} and Lyndon {1,500}, Lyndon swaps 8 for 4, Michael sells 13 for 3,900. No purchases.
 Colin 10-F No purchases.
 Lyndon 11-I Forms Luxor, one free share. Buys 3 Luxor @ 200.
 Michael 4-H American takes over Festival, bonuses for Michael {7,000}, Lyndon {1,800} and Colin {1,800}, Michael sells 13 for 9,100, Colin swaps 4 for 2, Lyndon retains 4. {Dead tiles: 4-E 5-D} Buys 3 Tower @ 600.
 John 10-C No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Lyndon Gurr	4	-	-	4	8	11	-	3,800	25,300
Michael Graystone	-	3	-	-	-	2	-	21,200	24,000
John Colledge	-	4	11	-	1	6	3	300	37,600
Tony Wilcock	-	-	3	-	-	-	4	3,900	18,900
Colin Sharpe	-	5	9	-	-	1	1	1,800	23,400
Bank Stock	21	13	2	21	16	5	17		
Chain Size	2	9	19	-	3	3	12		
Chain Value	200	600	800	-	400	500	900		

Playing sequence

Tony, Colin, Michael, John, Tony again



HOMESTEADERS I

Just before we go...

GAME OVER

Well, we were nearly done. I had missed the fact that after the final round, there was one more income and scoring round, so I asked the players for this. We shall see if it affects the result.

Worker Allocation

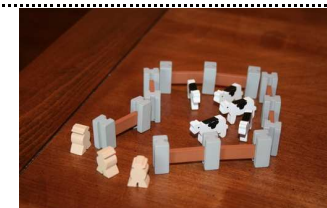
Howard 5 Homestead {VP} Farm {T\$\$} Foundry {S} Ranch {L} Copper Mine {C}
 Rob 3 Homestead {W} Market {\$\$} Gold Mine {G}
 Michael 5 Homestead {W} {VP} Market {\$\$} Farm {T\$\$} Farm {F}

Income and Payroll

Howard Gains \$15 T S C L VP Pays \$5 for 5 workers
 Rob Gains \$8 T W G VP VP VP VP Pays \$3 for 3 workers
 Michael Gains \$9 T T W F VP Pays \$5 for 5 workers

Shenanigans

Howard Pays off 2 debt tokens (-\$10)
 Trades TS for \$\$\$+VP
 Rob Pays off 1 debt token (-\$5)
 Trades T\$\$\$\$ for G
 Trade T\$\$\$\$ for G



Michael Was not concerned, as nothing would affect his position. However, with 15 trade tokens going spare, it seemed obvious that he would trade TW for \$+VP five times, trade TF for \$\$+VP twice, and T\$\$\$\$ for G six times to use up his otherwise worthless pile of \$24.

Rob gained on Howard by two points, but given the shortfall of four points, it did not affect the final positions. Michael may still be last, but made a good move from 24 to 44 points.

1st	Howard Bishop	58
2nd	Rob Thomasson	56
3rd	Michael Longdin	44

Rob (2nd): I never did get how to play this game to win, but for a while there I began to hope - until Howard cruised on by, flaunting all the benefits reaped from his early investments. Thanks to all and of course Keith for hosting yet another type of game.

I finish somewhat relieved that the positions did not change, as this means I do not have to modify the published result on the web site. If I had paid attention to the spreadsheet I set up to assist with the adjudication, I would have seen that it said 'Final income round' in the space normally reserved for the current round and phase.



BATTLE! 5
Your Attribute research order is:
AMECSBDRPHX
ROUND 10

Research: *Conflux* and *Effalump* research Power, *Dream Team* researches Hover while *Frogs* research Range.

New units: None.

Moves: Most moves were unchallenged, although 6E had to use Elite(g) to slip past 1D without getting stuck.

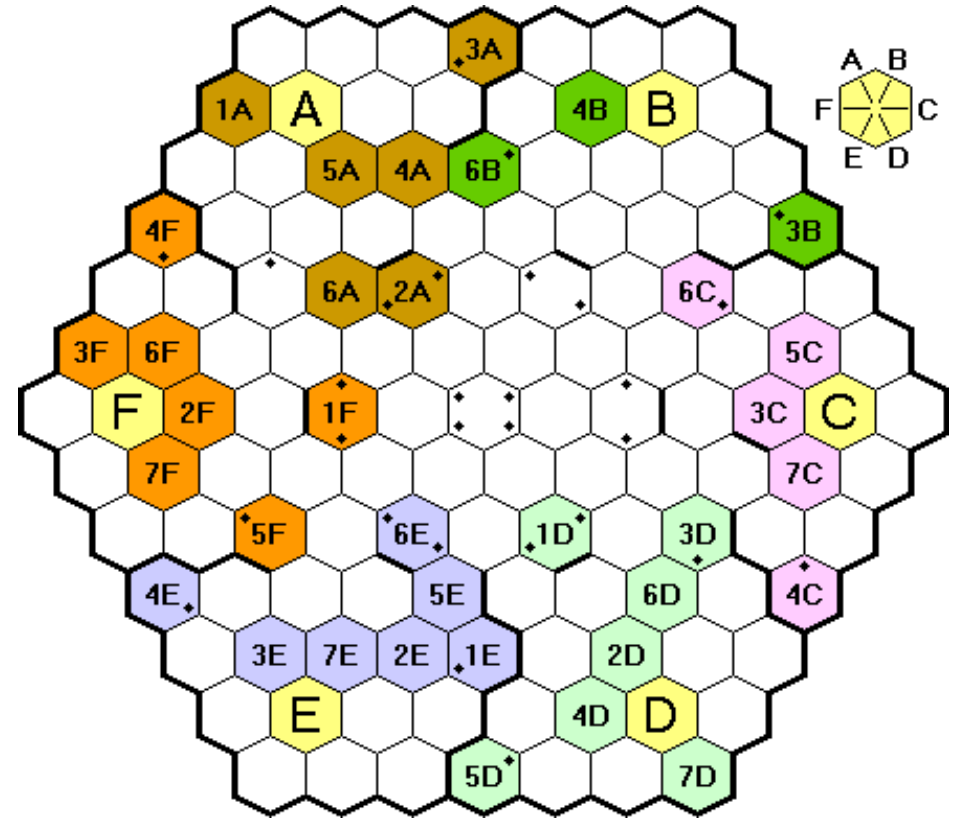
Combat: 4A⇒6B (4 hits), 6B⇒4A (4 hits). No ranged attacks, no units destroyed.

Conversions: None.

Builds: None.

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H
<i>Apache</i> Pete Campbell	✗ Level 6	14	1A	2	1	1	1	1/0					
			◆◆2A	2	2								
			◆3A	1	2								
			4A										
			5A	3	2	0	0	2/0					
			6A	3	2	1	1	1/0		1			
<i>Banzai</i> Mark Stretch	✗ Level 9	12	◆3B	1	1								
			4B	2	2	0	1	0/0	0	0	4		
			◆6B										
<i>Conflux</i> Steve Ham	Power Level 9	12	3C	3	3	1	0	0/0	0	0	1		
			◆4C	0	2								
			5C	0	1								
			◆6C	2	2	0	0	1/0	1	0	1		
			7C	0	1	1							
<i>Dream Team</i> Allan Stagg	+Hover Level 10	15	◆◆1D	0	1								
			2D	3	3	1	0	1/0	0	1	1		
			◆3D	1	2								
			4D	0	2								
			◆5D	0	2	0	0	0/0	0	1	0	2	
			6D	0	1	0	0	1/0					
			7D	0	1								
<i>Effalump</i> Marcus Pratt	+Power Level 9	15	◆1E	2	2								
			2E	2	2	0	0	1/0	1				
			3E	2	1	2	1	1/0	1	1	1		
			◆4E	0	2								
			5E	0	1	0	0	1/0					
			◆◆6E	2	2	1	1	1/2	1	1	1		
			7E	2	2	1	0	1/2	1	1	1		

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H
<i>Frogs</i> John Marsden	+Frogs Level 8	15	◆◆1F	1	2								
			2F	0	1	1	0	1/0	1				
			3F	2	1	1	1	2/2	2				
			◆4F	0	1								
			◆5F	3	2	1	1						
			6F	0	1								
			7F	1	1	1	1	2/0	0	2			



Orders required Attribute order: AMECSBDRPHX

Production, Moves and Combat for round eleven



BUS BOSS 333-CRO

No positions change hands,
with one round to go.

ROUND 11

Croydon

Round 11 Runs

			BRACE:	CAR	GRUB	TEAR	BUM	
21	K♠ Central Croydon 5♣ Peckham	① BUM 20 ② BRACE 10	-6					14 16
36	Q♥ Morden K♣ Thornton Heath	① CAR 20 ② TEAR 10 X BUM X GRUBBY		+3 +3				14 10 3 3
37	7♣ Tooting J♦ Woodside	① GRUBBY 16 ② TEAR 9 ③ BRACE 5			+2/-2	+2/-2		16 9 5
38	8♥ Wallington 9♣ Colliers Wood	① BUM 20 ② GRUBBY 10			-5			15 15
39	8♦ Hayes 2♠ Whyteleafe	① BRACE 20 ② CAR 10 X GRUBBY X BUM	+2/-4	+3 +2	+4/-2	-3		17 8 3 2
40	6♠ Forestdale 6♥ South Croydon	① GRUBBY 20 ② BUM 10			+3/-4			21 9
41	7♥ South Croydon 10♠ West Wickham	① CAR 13 ① TEAR 12 ③ BRACE 5 X GRUBBY	+3		-2	+6		20 6 0 4
42	5♥ Purley J♣ Crystal Palace	① BUM 9 ① CAR 9 ① TEAR 8 ④ GRUBBY 4					+3 -3	12 9 2 7
43	5♣ Tulse Hill 7♠ New Addington	① BRACE 15 ① TEAR 15 X CAR	-2	-2			+2 +2	17 11 2
44	A♠ Gatwick Link K♦ West Croydon	① CAR 16 ② BUM 7 ② GRUBBY 7			+2			18 7 5

Round 11 Routes

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

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

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

Tooting Enterprises Are Rampant (TEAR) (Kevin Lee, Green)
None.

Bus Routes Across Croydon Eventually (BRACE) (Pete Campbell, Blue)
None.

	Runs:	21	36	37	38	39	40	41	42	43	44	Routes	Score
BRACE	254	16	-	5	-	17	-	0	-	17	-	-	309
TEAR	247	-	10	9	-	-	-	6	2	11	-	-	285
CAR	196	-	14	-	-	8	-	20	9	2	18	-	267
BUM	193	14	3	-	15	2	9	-	12	-	7	-	255
GRUBBY	168	-	3	16	15	3	21	4	7	-	5	-	242

Round 12 Runs

- 45. A♠ - 7♦ Football Ground to Penge
- 46. 4♠ - Q♣ Sanderstead to South Norwood
- 47. J♥ - 3♣ Carshalton Ponds to Peckham
- 48. Q♠ - 9♦ Central Croydon to Bromley
- 49. Q♦ - 3♠ West Croydon to Warlingham
- 50. 2♦ - 5♠ Forest Hill to Selsdon
- 51. 2♥ - 8♠ Banstead to Addington Village
- 52. 10♥ - 4♣ Carshalton to Brixton

Runs

Enter up to 5



BUS BOSS 335-GMY

Let's start with
three solo runs.

ROUND 8

Germany

Round 8 Runs

			BAG	ODE	BUS	HUN	GBR	
2	3♥ Essen 7♦ Wilhelmshaven	① GBR 30						30
9	8♠ München 5♣ Stralsund	① ODE 30						30
10	2♦ Flensburg A♠ Poland	① GBR 30 X BUS			-5		+5	25 5
11	9♠ München 4♥ Dortmund	① HUN 20 ② BAG 10 X ODE X GBR	+7	-7			-6	14 3 7 6
12	10♦ Hannover 10♥ Trier	① HUN 20 ② ODE 10 X BUS		+4/-7	-5	+7/-4		17 8 5
13	K♦ Belgium 7♠ Augsburg	① HUN 20 ② BAG 10 X GBR	+5/-3			+3/-5	-3	19 8 3
14	A♠ Mannheim Q♦ Netherlands	① BAG 20 ② HUN 10 X GBR	-4			+4	-3	24 3 3

15	2♠ Karlsruhe 6♥ Köln	① BAG	30						30
16	5♥ Dusseldorf J♠ Switzerland	① BAG	15		+5/-6				14
		① ODE	15	+6/-5			-3	-2	11
		✕ HUN			+3				3
		✕ GBR			+2				2
17	10♣ Plauen 4♦ Lübeck	① GBR	15		+8		-2		21
		① ODE	15				-2	-8	5
		✕ HUN			+2			+2	4
18	2♣ Berlin 9♦ Braunschweig	① HUN	15						15
		① BUS	15						15

Round 8 Routes

German Buses Rule (GBR) (Roger Trethewey, Blue)
Regensburg - Austria, Hamburg - Kiel (12)

Over Deutschland Express (ODE) (John Marsden, Yellow)
Plauen - Karl-Marx-Stadt, Stralsund - Rostock, Trier - Luxemburg (12)

Hamburg Upper Network (HUN) (Colin Sharpe, Red)
Würzburg - Stuttgart, Koblenz - Bonn (11)

Busreisen Überall Schnell (BUS) (Mike Reeves, Black)
Dortmund - Würzburg (11)

Buses Around Germany (BAG) (Bob Coull, Green)
Nürnberg - München, Karlsruhe - Stuttgart (12)

	Runs:	2	9	10	11	12	13	14	15	16	17	18	Routes	Score
BAG	116	-	-	-	3	-	8	24	30	14	-	-	-12	183
HUN	54	-	-	-	14	17	19	3	-	3	4	15	-11	118
GBR	24	30	-	25	6	-	3	3	-	2	21	-	-12	102
BUS	73	-	-	5	-	5	-	-	-	-	-	15	-11	87
ODE	37	-	30	-	7	8	-	-	-	11	5	-	-12	86

Round 9 Runs

- 19. A♥ - 5♦ France to Hamburg (not yet available)
- 20. 9♥ - A♦ Koblenz to Denmark
- 21. 10♠ - 3♦ Regensburg to Kiel
- 22. Q♠ - 8♦ Austria to Bremen
- 23. J♣ - 5♠ Karl-Marx-Stadt to Würzburg
- 24. 4♠ - 6♣ Stuttgart to Rostock
- 25. K♥ - 8♣ Saarbrücken to Erfurt
- 26. 6♠ - 4♣ Nürnberg to Berlin

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



RAILWAY RIVALS 2194-MN

Will he hang on, or will he fall behind?

ROUND 12

Minnesota

Round 12 Runs

			GREAT	HEART	FEAR	MARS	BUM	
36	34 Granite Falls/ New Ulm 15 St.Paul	① GREAT	13			+1		14
		② HEART	7			-4		3
		② MARS	6	+4	+1			11
		④ FEAR	4	-1		-1		2
37	26 Mankato 63 Hibbing	① MARS	9				+5	14
		① FEAR	9	-1	+2		-2	8
		① BUM	8		+1	+2	-5	6
		④ HEART	4			-2		1
		✕ GREAT				+1		1
38	12 Minneapolis 46 Superior	① GREAT	13				-1	12
		① BUM	12		-1		-1	10
		③ MARS	5	+1				7
		✕ HEART					+1	1
39	23 Winona 66 Lake Superior ports	① MARS	13					13
		① GREAT	12		-1			11
		③ BUM	5		-1			4
		✕ HEART		+1				2
40	54 Fargo 41 Brainerd/ Sauk Center	① FEAR	15		+1			16
		① HEART	15			-1		14
41	52 Cass Lake/ Moorhead 66 Ely/ International Falls	① BUM	30	-6				24
		✕ GREAT					+6	6
42	33 Fairmont/Marshall 61 Wisconsin	① GREAT	16			-3		13
		② FEAR	9	+3	+3			15
		③ HEART	5			-3		2

Scores

	Runs:	36	37	38	39	40	41	42	Score
BUM	276	-	6	10	4	-	24	-	320
GREAT	250	14	1	12	11	-	6	13	307
MARS	237	11	14	7	13	-	-	-	282
FEAR	213	2	8	-	-	16	-	15	254
HEART	189	3	1	1	2	14	-	2	212

BUM hangs on, with a solo run to seal the deal. Job well done. Round up time next month.

1st	Jim Reader	BUM	320
2nd	Michael Graystone	GREAT	307
3rd	John Marsden	MARS	282
4th	Kevin Lee	FEAR	254
5th	Steve Ham	HEART	212



RAILWAY RIVALS 2205-M The BALL keeps rolling. **ROUND 9**

London & Midlands

Round 9 Runs

		BALL	ODE	BUM	DRAB	COLIN	
14	14 London ⚡6 The West	① COLIN 20	-3				17
		② ODE 10	-2			+3	11
		✗ BALL	+2				2
15	22 Aylesbury 13 London	① COLIN 20					20
		② ODE 10	-2				8
		✗ BALL	+2				2
16	55 Walsall 41 Banbury	① COLIN 20		-8			12
		② BUM 10				+8	18
17	61 Derby 32 Bedford	① DRAB 13	+1/-3	+1			12
		① BALL 12		+2	+3/-1		16
		③ ODE 5	-2		-1	-2	0
		✗ COLIN	+2				2
18	34 Northampton ⚡3 The North	① BUM 11					11
		① COLIN 10					10
		③ DRAB 5	-3				2
		③ BALL 4			+3		7
19	24 Watford 66 Lincoln	① ODE 16	-1				15
		② BUM 7					7
		② DRAB 7	-6				1
		✗ BALL	+1		+6		7
20	54 Wolverhampton 16 London	① BUM 20					20
		② BALL 10					10
21	46 Leicester ⚡1 The North West	① BALL 30		-3			27
		✗ BUM	+3				3

Routes

- Birmingham and London Link (BALL)** (Bob Coull, Black)
H73 - J72, J4 - H5, J64 - K63 - Spalding, K63 - Peterborough.
-9 (builds) +1/-1 (ODE) +1/-1 (COLIN) = -9
- One Dark Engine (ODE)** (John Marsden, Green)
Nottingham - N35 - Derby, F20 - C21, E49 - D49 - Luton.
-10 (builds) +1/-1 (BALL) +3/-1 (BUM) -1 (DRAB) +1/-3 (COLIN) = -11
- Bloody Useless Management (BUM)** (Jim Reader, Yellow)
F72 - Grantham - J69 - M67 - M66 - N66.
-10 (builds) +1/-3 (ODE) -1 (DRAB) +1 (COLIN) = -12
- Don's Railways Across Britain (DRAB)** (Don Shailer, Orange)
None.
+1 (ODE) +1 (BUM) +1 (COLIN) = +3
- Coventry, Oxford, London Internal Network (COLIN)** (Colin Sharpe, Blue)
B58 - D59 - E58 - F59 - F60 - J62, K20 - L20.
-10 (builds) +1/-1 (BALL) +3/-1 (ODE) -1 (DRAB) -1 (BUM) = -10

Scores

	Runs:	14	15	16	17	18	19	20	21	Builds	Score
BALL	148	2	2	-	16	7	7	10	27	-9	210
COLIN	120	17	20	12	2	10	-	-	-	-10	171
BUM	99	-	-	18	-	11	7	20	3	-12	146
ODE	123	11	8	-	0	-	15	-	-	-11	146
DRAB	82	-	-	-	12	2	1	-	-	+3	100

Round 10 Runs

22. 64 - 36 Grantham to Spalding
23. 31 - 45 Cambridge to Leamington Spa
24. 66 - 44 Lincoln to Coventry
25. 56 - ⚡5 Burton to The South
26. 26 - 14 Reading to London
27. 52 - 23 Birmingham to Luton
28. 12 - ⚡4 London to East Anglia

DRAB may be wondering where his entry for run 21 went. It was disallowed because he had no connection to the north west. Check the note at the bottom-right of the map - a top edge hex is one that reaches the very top of the map, not a hex half a row below. His entry for run 18 was allowed because I was able to extend his route to finish at C75.

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





RAILWAY RIVALS 2206-NE

Some connections made, some missed.

ROUND 6

New England [12 points for these builds]

Railways in New England (RINE) (Pete Campbell, Blue)
 Y11 - Z12 - Barnstable, U11 - Fall River, Waterbury - G7, V23 - Rochester, D16 - D15 - C14, B5 - Bronx - Manhattan.
 35 +3 (towns) +1/-2 (GREAT) = 37

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
 Lowell - K20 - K21, Plattsburg - C36 - Rouses Point, T15 - Brockton.
 58 +2/-1 (RINE) +1 (HEART) +1/-1 (RRR) +9/-1 (AOL) = 68

Ham's Engineers Are Rather Terrific (HEART) (Steve Ham, Purple)
 Burlington - F35 - St.Albans - F37 - E37 - Rouses Point, Y27 - Y28, F20 - Saratoga Springs.
 42 +5 (towns) -1 (GREAT) = 46

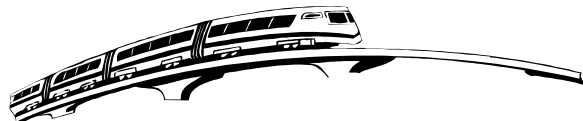
Reeve's Rapid Railroad (RRR) (Mike Reeves, Green)
 Nashua - M17 - M16 - K15 - Springfield - K11.
 97 +1/-1 (GREAT) +1 (AOL) = 98

America On Line (AOL) (Roger Trethewey, Black)
 H34 - G33 - F34 - St.Albans - F37 - E37 - Rouses Point, M28 - Woodsville, L20 - O18 - Fitchburg.
 52 +4 (towns) +1/-9 (GREAT) -1 (RRR) = 27

Pete and Mike, your lines did not reach your intended destinations. You may have been counting the cost of crossing rivers as 2 rather than +2.

- Round 7 Runs**
1. 25 - 34 Keene/Manchester to Worcester
 2. 33 - 46 Boston to Hartford
 3. 43 - 21 New London to Augusta/Waterville
 4. 53 - 01 Saratoga Springs/Schenectady to Canada
 5. 64 - 15 Manhattan to Berlin/Conway
 6. 61 - 56 Danbury/Poughkeepsie to Springfield
 7. 11 - 03 Plattsburg/Rouses Point to Southern USA

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

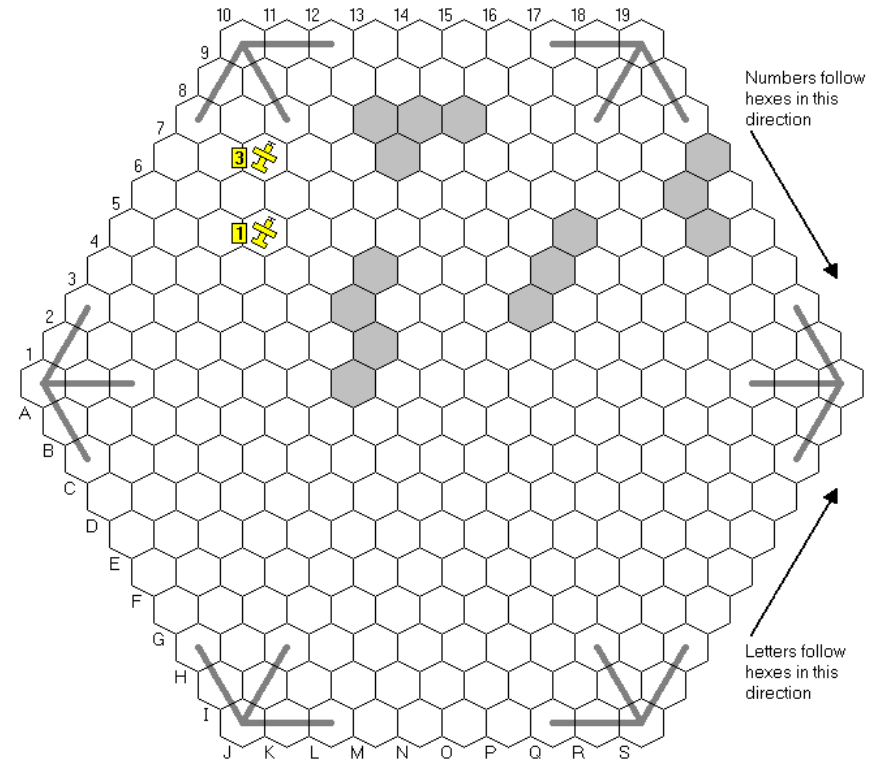


SOPWITH T353FW

No damage this round.

ROUND 27

Pilot	Starts	Moves	Ends	A:D:P
1 <i>The Brown Baron</i> Michael Graystone	D5-NE	A-fA, A-fL, A (2 kills) (Airfield: A1)	D8-NE	11:11:41
3 <i>Wizard Prang</i> Jim Reader	C6-NE	A, A, A (Airfield: J19)	C9-NE	11:05:00



The clouds moved north east. The balance of power stays the same, with slightly less room for manoeuvre.



7 WONDERS 1

The inevitable spill onto two pages has finally happened.

ROUND 9

Age II - Card 3

The discard pile contains 7 Age I cards

- | | |
|----------------|----------------------------------|
| Mike Reeves | Stables |
| Lyndon Gurr | Caravansery |
| Jim Reader | Temple (free due to Altar) |
| Allan Stagg | Brickyard (costs 1 coin) |
| Pete Campbell | Stables (free due to Apothecary) |
| (John Boocock) | Sawmill (costs 1 coin) |
| Kevin Lee | Courthouse |

Mike	Lyndon	Jim	Allan	Pete	(John)	Kevin
0 coins 4 VPs	10 coins 8 VPs	1 coin 13 VPs	8 coins 17 VPs	1 coin 10 VPs	5 coins 4 VPs	17 coins 11 VPs
Marketplace	Tavern	Trading Post	Trading Post	Marketplace		
Trading Post	Caravansery	Forum	Tavern	Barracks		
Caravansery	Baths	Altar	Courthouse	Stables		
Guard Tower	Stockade	Pawnshop	Apothecary	Apothecary		Vineyard
Stables	Archery Range	Temple	Scriptorium	Dispensary	Tavern	Courthouse
Walls		Barracks	Workshop	Scriptorium	Altar	
			Laboratory	Library	Theatre	
1	-1	2	-2	2	-1	-1

Orders required Age II cards are passed to the right
 Your fourth card for Age II, to play, build a Wonder stage or discard for 3 coins

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 3.485
- William Jockusch 3.400
- Pete Campbell 2.788
- David Hilbert 2.682
- ▲ Rob Thomasson 2.661
- ▲ Victor Cronshaw 2.553
- ▼ Michael Graystone 2.188
- ▲ John Colledge 2.172
- ▼ Mick Haytack 2.084

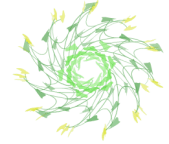
The rating system is:
 5 points for a win
 3 points for second
 1 point for third

⊛ Completed games and winners:

- 1856 e973 {1856-Q32} Are-Harald Brenne
- 1830 e964 Pete Campbell
- Puerto Rico e991 Willem Moene
- Ra e993 Kath Collman
- Carcassonne e998 {Inns & Cathedrals} Dan Zacharias
- Acquire e999 Michael Graystone

⊛ New games and start dates:

- 1800 e1001 Feb 11th
- Ingenious e1002 Feb 12th
- Carcassonne e1003 {Inns & Cathedrals} Feb 15th
- Acquire e1004 {Special Powers} Feb 17th
- Ra e1005 Feb 21st
- Puerto Rico e1006 Feb 21st
- Acquire e1007 Feb 25th



ZINES RECEIVED

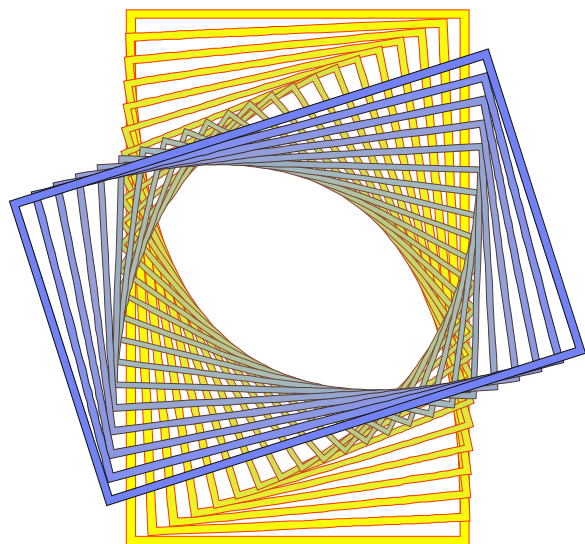
A summary of zines that I've received recently.

Date	Zine/Issue
Feb 12	Minstrel 368
Feb 15	Ode 338
Feb 18	Fury of the Northmen 17
Feb 19	...mais n'est-ce pas la gare? 139

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



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

- Pete Campbell . . . 7W1, 1829-A30, 1861-E33, Bat5, BB-333-CRO, RR-2206-NE
- John Colledge . . . Acq59
- Bob Coull BB-333-CRO, BB-335-GMY, RR-2205-M
- Mark Frueh 1856-E31
- Michael Graystone . Acq59, BB-333-CRO, RR-2194-MN, RR-2206-NE, Sop353
- Lyndon Gurr 7W1, 1861-E33, Acq59
- Steve Ham Bat5, RR-2194-MN, RR-2206-NE
- Mike Hutton 1825-X31, 1861-E33
- Kevin Lee 7W1, BB-333-CRO, RR-2194-MN
- John Marsden Bat5, BB-335-GMY, RR-2194-MN, RR-2205-M
- Willem Moene 1825-X31, 1830-S32
- Marcus Pratt Bat5
- Jim Reader 7W1, BB-333-CRO, RR-2194-MN, RR-2205-M, Sop353
- Mike Reeves 7W1, BB-335-GMY, RR-2206-NE
- Lionel Robbins 1825-X31, 1829-A30
- Adam Romoth 1830-S32, 1856-E31
- Don Shailer RR-2205-M
- Colin Sharpe Acq59, BB-335-GMY, RR-2205-M
- John Shelley 1825-X31, 1829-A30, 1830-S32, 1856-E31, 1861-E33
- Don Smith 1830-S32, 1856-E31, 1861-E33
- Allan Stagg 7W1, Bat5
- Mark Stretch Bat5
- Rob Thomasson 1829-A30, 1856-E31
- Roger Trethewey . . . BB-335-GMY, RR-2206-NE
- Tony Wilcock Acq59



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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DEADLINES **All games - Friday April 5th**

Future deadline: All games: May 3rd

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.