

FOR WHOM THE DIE ROLLS

May 2013

Published by Keith Thomasson

Issue 202

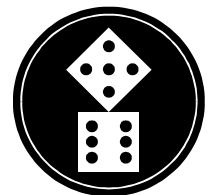
This page has been added to the PDF copy so that reports that appear on facing pages in the paper copy are shown side-by-side.



24th-26th May 2013



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INSIDE STORY

This is FOR WHOM THE DIE ROLLS #202, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £1.50 (including postage).

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START

Welcome to issue #202. We've just had the early May bank holiday, for which the weather was unusually compliant, making the Monday one of the hottest days of the year so far. Mind you, it didn't have to work too hard to gain that accolade.

We have another bank holiday at the end of the month, and if you have nothing planned, you might want to consider a trip to Birmingham to spend a day at the seventh UK Games Expo. The event is in a new location, having outgrown the Clarendon Suites. You can now find the show at the Hilton Birmingham Metropole Hotel, which is on the NEC site.

This new venue will fit all the traders and exhibitors into two large rooms rather than spread out across little cubby holes across a number of floors.

The event is advertised as being on the 24th-26th, Friday to Sunday, though the Friday is mostly about gaming opportunities. If you want to browse the trader and exhibitor stands you will need to go on the Saturday and Sunday. We will be there as usual underneath the Heron Game banner.

For more information, visit www.ukgamesexpo.so.uk.

With the zine shrinking in size, the number of people involved in games is also shrinking. It was therefore particularly frustrating to find myself short of a shedload of orders come the deadline for this issue. I ended up sending a rather abrupt email to everyone whose orders were outstanding. Because it was going out to a number of people, the comments were not directed at each and every one of them, but some people are becoming regular offenders in the late order stakes. If anyone who got that message felt they were being unfairly targeted, that's because the complaints weren't necessarily being directed at you.

The solution is, of course, dead easy. If you have that missed deadline habit, you can break that habit by simply doing your orders NOW. This will mean you've done two sets of orders quite close together, but if you keep to the principle of ordering as soon as the zine arrives, you will be back at once per issue, just not late. And so much more appreciated.

Our 1825 game finished this time, with two or three games expected to finish in the next two issues. It really is getting to be a thin affair.

Colin Sharpe was bemoaning the loss of Bus Boss and Railway Rivals, although there are other options available, such as Tony Robbins' Devolution. I plan to look at whether I can run this as part of my web games set, but cannot make promises just yet. ☆



ACQUIRE 59

Tower swallows
Worldwide and Continental.

ROUND 10

Colin 9-E Tower takes over Worldwide, bonuses for Lyndon {5,000} and John {2,500}, Lyndon swaps 8 for 4, John sells 1 for 500. {Dead tiles: 6-E 8-G 9-F 10-G} No purchases.

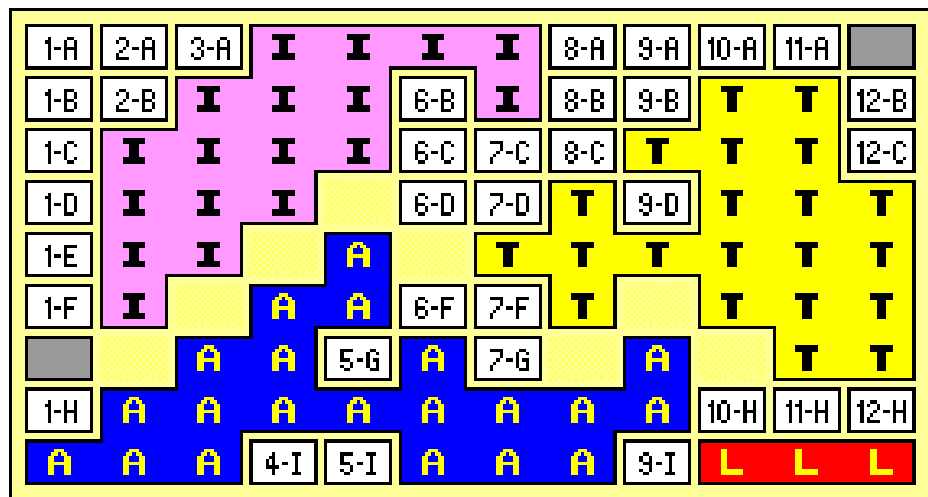
Lyndon 9-C Buys 3 Imperial @ 900.

Michael 3-D Buys 3 Tower @ 700.

John 8-I Buys 3 Luxor @ 300.

Tony 11-C Tower takes over Continental, bonuses for Lyndon {6,000} and John {3,000}, Colin sells 1 for 600, Lyndon swaps 6 for 3, sells 5 for 3,000, Michael sells 2 for 1,200, John sells 6 for 3,600. No purchases.

Colin 10-D No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Lyndon Gurr	4	7	-	4	-	-	6	12,400	40,600
Michael Graystone	-	9	-	-	-	-	-	18,500	33,700
John Colledge	3	4	11	-	-	-	3	9,000	34,000
Tony Wilcock	-	-	3	-	-	-	4	3,900	14,700
Colin Sharpe	1	5	11	-	-	-	1	600	22,500
Bank Stock	17	-	-	21	25	25	11		
Chain Size	3	21	21	-	-	-	18		
Chain Value	300	800	900	-	-	-	900		

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



1825-X31

Two rounds is enough to see the bank run out of money.

OR18 - OR19

The minor companies were not included in the overall value for Lionel and John Shelley. Odd, because I had fixed this problem, and I'm not sure why it came back. Perhaps I had to redo a round and went back to a version of the spreadsheet from before the fix. Should be set in stone now. Ah, just as the stone's expiry date comes up...

OR18	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	43:M11:4	430	Yes	-	255▲	10	4 U3
Mid	MH	-	160	Yes	-	126▲	10	U3
NER	WM	-	190	Yes	-	142▲	230	5
NBR	JS	38:F4:4	650	Yes	-	360▲	30	7 5 4
Cal	Rcvr	-	-	-	-	112▼	260	-
L&YR	LR	-	670	Yes	-	340▲	200	6 6 3T
GNR	MH	-	410	Yes	-	230▲	110	7 5
GCR	LR	8:M17:5	350	Yes	-	205▲	160	5 3T
GSWR	JS	8:C9:3	560	Yes	①	180▲	560	5 4 4
GNoS	JS	8:C11:6	160	Yes	-	205▲	170	5
FR	LR	8:K11:5	240	Yes	①	205▲	486	5
M&C	JS	9:E5:2	90	Yes	①	180▲	34	3T

Notes: ① 100 to the bank for terrain costs

OR19	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	-	430	Yes	-	280▲	10	4 U3
Mid	MH	-	160	Yes	-	142▲	10	U3
NER	WM	-	190	Yes	-	160▲	230	5
NBR	JS	-	650	Yes	-	380▲	30	7 5 4
Cal	Rcvr	-	-	-	-	100▼	260	-
L&YR	LR	-	670	Yes	-	360▲	200	6 6 3T
GNR	MH	-	410	Yes	-	255▲	110	7 5
GCR	LR	-	350	Yes	①	230▲	160	5 3T
GSWR	JS	8:D6:3	560	Yes	②	255▲	460	5 4 4
GNoS	JS	23:D8:2	180	Yes	-	230▲	170	5
FR	LR	-	240	Yes	-	230▲	486	5
M&C	JS	-	90	Yes	-	180▲	34	3T

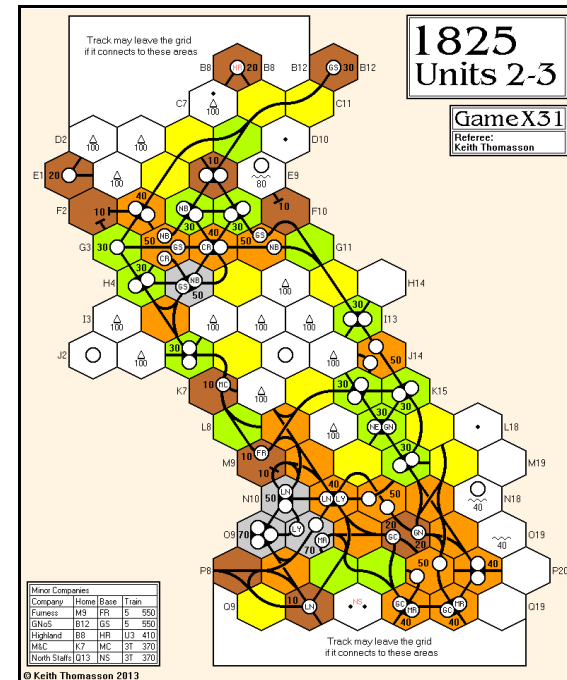
Notes: ① The bank has run out of cash
② 100 to the bank for terrain costs

Cash Flow	b/f	OR18	OR19	c/f	Value	%	Certs
Lionel Robbins	2,436	1,116	1,116	4,668	11,958	30.2▲	18
John Shelley	2,130	1,180	1,188	4,498	11,728	29.7▲	18
Willem Moene	1,456	397	397	2,250	5,395	13.6▼	18
Mike Hutton	1,696	751	751	3,198	8,038	20.3▼	18
{John Boocock}	1,133	116	116	1,365	2,435	6.2▼	6

Lionel believed he was far enough ahead of John Shelley to retain the lead, and he was, but it was a close thing with just £230 in it at the close.

Congratulations to Lionel and thanks to everyone for the game. Well, nearly everyone :-)
We'll round it up next time.

Portfolio	Privates	LNWR	Mid	NER	NBR	Cal	L&YR	GNR	GCR	GSWR	GNoS	FR	M&C
Lionel Robbins	-	5D	-	-	1	-	7D	-	5D	-	-	8D	-
John Shelley	-	-	-	8D	-	-	-	-	-	10D	4D	-	4D
Willem Moene	C&HP	-	5	9D	-	2	2	-	-	-	-	-	-
Mike Hutton	-	3	5D	-	1	-	1	10D	-	-	-	-	-
{John Boocock}	L&M	2	-	-	-	3D	-	-	-	-	-	-	-
Bank (new)	-	-	1	-	-	-	-	-	3	-	6	2	6
Price (new)	-	100	82	82	76	76	71	71	71	67	180	142	126
Bank (pool)	A&F	-	-	-	-	5	-	-	2	-	-	-	-
	TWW	-	-	-	-	-	-	-	-	-	-	-	-
	S&D	-	-	-	-	-	-	-	-	-	-	-	-
Price (pool)	-	280	142	160	380	100	360	255	230	255	230	230	180
Company credit	-	10	10	230	30	260	200	110	160	460	170	486	34
Tokens	-	1	1	3	-	2	2	2	1	-	-	-	-
Trains	-	4 U3	U3	5	7 5	-	6 6	7 5	5 3T	5	5	5	3T
	-	-	-	-	4	-	3T	-	-	4 4	-	-	-
Bank cash:	-979	Certificate limit: 18											Trains: None



1st	Lionel Robbins	11,958	30.2%
2nd	John Shelley	11,728	29.7%
3rd	Mike Hutton	8,038	20.3%
4th	Willem Moene	5,395	13.6%
5th	{John Boocock}	2,435	6.2%



7 WONDERS 1

A few more payments to your rivals this time.

ROUND 11

Age II - Card 5 The discard pile contains 7 Age I cards
 Mike Reeves Second Wonder stage (2 coins to Lyndon)
 Lyndon Gurr Temple (using Wonder power for a free building)
 Jim Reader Loom
 Allan Stagg School (1 coin to Jim)
 Pete Campbell Bazaar (gains 6 coins)
 {John Boocock} Laboratory
 Kevin Lee Aqueduct (2 coins to John)

Apologies for confusing a small issue last time. I regrouped the resources types, and managed to make it unclear which resources belonged to the Wonders and which were on cards. I have reversed that change. The resources on row four are the ones gained from the Wonders, which do not apply for cards like the Bazaar or the Vineyard.

Mike	Lyndon	Jim	Allan	Pete	{John}	Kevin
8 coins 7 VPs	13 coins 16 VPs	1 coin 17 VPs	7 coins 25 VPs	7 coins 12 VPs	9 coins 6 VPs	13 coins 15 VPs
Marketplace	Tavern	Trading Post	Trading Post	Marketplace	Marketplace	Marketplace
Trading Post	Caravansery	Trading Post	Tavern	Caravansery	Caravansery	Caravansery
Caravansery	Baths	Forum	Courthouse	Bazaar	Bazaar	Bazaar
Vineyard	Temple	Altar	Apothecary	Barracks	Barracks	Vineyard
Guard Tower	Statue	Pawnshop	Scriptorium	Stables	Stables	Courthouse

Mike	Lyndon	Jim	Allan	Pete	{John}	Kevin
1	-1	2	-2	2	-1	-1

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





BATTLE! 5

Your Attribute research order is:
AMECSBDRPHX

ROUND 12

Research: Frogs research Power.

New units: 5B (F), 1C (A), 8D (C), 8E (D).

Moves: 2D uses Elite(g) to slip past 3C and claim the centre spot, while 4A also uses Elite(g) to get away from 6B.

Combat: 5A⇒6B (4 hits *), 4B⇒2A (4 hits), 3C⇒2D (2 hits - 4 blocked), 6E⇒1F (+1 vs Defence) (2 hits - 2 blocked), 7E⇒2F (+1 vs Defence) (6 hits), 2E⇒5F (+1 vs Defence) (2 hits - 2 blocked), 3E⇒5F (+1 vs Defence) (2 hits - 2 blocked).
(* = destroyed)

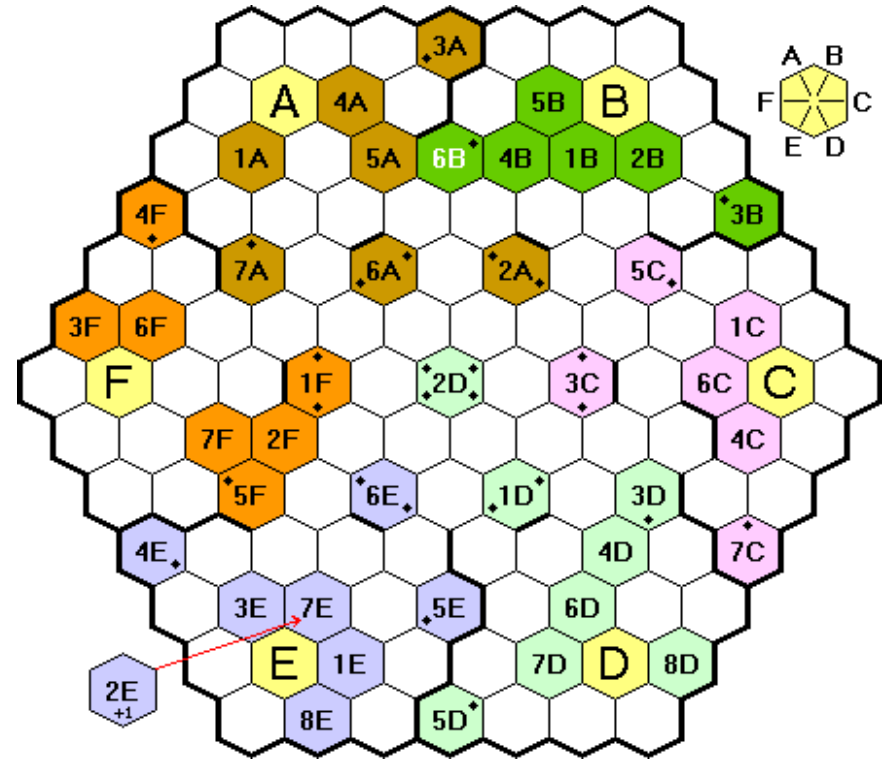
Conversions: None.

Builds: None.

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H		
<i>Apache</i> Pete Campbell	✘ Level 6	16	1A	2	3	1	1	1/0	1						
			◆◆2A												
			◆3A	1	2										
			4A	0	1	1									
			5A	3	2	1	2	2/0	1						
			◆◆6A	3	2	1	1	1/0	1						
			7A	3	2	1	1	1/0							
<i>Banzai</i> Mark Stretch	✘ Level 9	12	1B	2	2	0	1								
			2B												
			◆3B	1	1										
			4B	2	2	0	1	0/0	0	0	4				
			5B												
<i>Conflux</i> Steve Ham	✘ Level 9	17	1C												
			◆◆3C	3	3	1	0	0/0	0	0	1	2			
			4C	0	2										
			◆3C	0	2	0	0	0/0	0	0	0	2			
			6C	2	2	0	1	1/0	1	2	1	1			
◆7C	0	2	1	0	1/0	1	0	0	2						
<i>Dream Team</i> Allan Stagg	✘ Level 10	19	◆◆1D	0	1										
			◆◆◆2D	3	3	1	0	1/0	0	3	1				
			◆3D	1	2	0	0	0/0	1	0	0	1			
			4D	1	2	0	0	2/4	0	1	1	0	1		
			◆3D	0	2	0	0	0/0	0	1	0	2			
			6D	0	1	0	0	1/0							
			7D	1	1	1	0	0/0	0	1	1				
			8D	1	0	0	0	0/0	0	0	1				

The first big offensive is launched, with *Effalump* knocking spots off *Frogs*.

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H	
<i>Effalump</i> Marcus Pratt	✘ Level 10	16	1E	2	2									
			<+1> 2E	2	2	1	0	1/0	1	0	1	0	1	
			3E	2	1	2	1	1/0	1	1	1			
			◆4E	0	2									
			◆◆5E	0	1	0	0	1/0	0	0	0	2		
			◆◆6E	2	2	1	1	1/0	1	1	1	2		
			7E	3	2	1	1	1/0	1	3	2	0	1	
			8E											
<i>Frogs</i> John Marsden	+Power Level 9	15	◆◆1F	1	1	0	0	0/0	0	1				
			2F	0	1									
			3F	2	1	1	1	2/2	2					
			◆4F	0	1									
			◆5F	3	1	0	0	0/0	0	1				
			6F	1	1	1	0	2/0	0	0	1			
			7F	1	1	1	1	2/0	2	2				



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



RAILWAY RIVALS 2205-M

Bob is on the ball with this one.

ROUND 11

London & Midlands

Round 11 Runs

		BALL	ODE	BUM	DRAB	COLIN			
29	41 Banbury 55 Walsall	① BUM	20	-1			+1	20	
		② COLIN	10			-1			9
		✗ BALL				+1			1
30	54 Wolverhampton 65 Newark	① COLIN	16		-5	-2		9	
		② BALL	9						9
		③ BUM	5					+2	7
		✗ ODE						+5	5
31	46 Leicester 21 Oxford	① BUM	16	-1				+3	18
		② COLIN	7	-1		-3	+2		5
		② DRAB	7					-2	5
		✗ BALL				+1		+1	2
32	35 Peterborough Ⓞ6 The West	① DRAB	13		-2			-2	9
		① COLIN	12		-1		+2		13
		③ ODE	5				+2	+1	8
33	13 London 61 Derby	① BALL	16				-1		15
		② DRAB	9	+1					10
		③ ODE	5						5
34	15 London 33 Wellingborough	① ODE	13	-3					10
		① BALL	12		+3				15
		③ DRAB	5						5
35	24 Watford Ⓞ2 The North East	① BUM	13				-3		10
		① BALL	12		+1				13
		③ ODE	5	-1					4
		✗ DRAB				+3			3

Routes

Birmingham and London Link (BALL) (Bob Coull, Black)
None.

One Dark Engine (ODE) (John Marsden, Green)
None.

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

Don's Railways Across Britain (DRAB) (Don Shailer, Orange)
None.

Coventry, Oxford, London Internal Network (COLIN) (Colin Sharpe, Blue)
None.

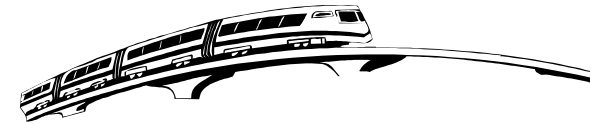
Scores

	Runs:	29	30	31	32	33	34	35	Builds	Score
BALL	241	1	9	2	-	15	15	13	-	296
BUM	205	20	7	18	-	-	-	10	-	260
COLIN	212	9	9	5	13	-	-	-	-	248
ODE	176	-	5	-	8	5	10	4	-	208
DRAB	117	-	-	5	9	10	5	3	-	149

Round 12 Runs

- 36. 63 - 22 Nottingham to Aylesbury
- 37. 51 - 16 Birmingham to London
- 38. 32 - 53 Bedford to Birmingham
- 39. 62 - Ⓞ1 Loughborough to The North West
- 40. 11 - 45 Hertford to Rugby
- 41. 25 - 34 Windsor to Northampton
- 42. 42 - Ⓞ3 Stratford Upon Avon to The North

Runs
Enter up to 4



RAILWAY RIVALS 2206-NE

RRR pays a bundle to get to Manhattan.

ROUND 8

New England

Round 8 Runs

		RINE	GREAT	HEART	RRR	AOL			
8	66 Brooklyn 31 Fitchburg/Lowell	① RINE	13		-1	+4		16	
		② AOL	7					7	
		② HEART	6	-4				2	
		④ GREAT	4	+1				5	
9	12 Burlington/ St. Albans 42 Providence	① AOL	20			-4		16	
		② HEART	10				+4	14	
10	63 Bronx 41 Fall River	① GREAT	16			-2		14	
		② RINE	9					10	
		③ AOL	5	-1				+1	4
		✗ HEART			+2				2
11	24 Portsmouth/ Rochester Ⓞ6 Western USA	① RINE	13				+8/-1	20	
		② RRR	7	+1/-8	+3			3	
		② HEART	6					6	
		④ GREAT	4				-3	1	

12	13 Montpelier/ St. Johnsbury 51 Bennington/Troy	① HEART	30						30
13	23 Portland 54 Greenfield/ Pittsfield	① AOL	15				+4/-1		18
		① RRR	15					+1/-4	12
14	35 Brockton/ Woonsocket 5 Western USA	① RINE	12		+2		+8		22
		① GREAT	12	-2					10
		③ RRR	5	-8					-3

Routes

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

P33 - O33 - St.Johnsbury, V29 - Y30 - Lewiston, P33 - Q33. -8 (builds) +3/-1 (RRR) = -6

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

G25 - J24 - J23 - Bellows Falls. -9 (builds) -1 (HEART) +1 (RRR) +1 (AOL) = -8

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

L16 - K16 - K17 - Greenfield - H19 - G18. -10 (builds) +1 (GREAT) +1 (RRR) = -8

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

Waterbury - G6 - Bridgeport - Bronx - Manhattan. -10 (builds) +1/-3 (RINE) -1 GREAT) -1 (HEART) -18 (AOL) = -32

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

St.Johnsbury - M37, U13 - V13. -10 (builds) -1 (GREAT) +15 (RRR) = +4

Scores

	Runs:	8	9	10	11	12	13	14	Builds	Score
RINE	88	16	-	10	20	-	-	22	-6	150
HEART	92	2	14	2	6	30	-	-	-8	138
GREAT	114	5	-	14	1	-	-	10	-8	136
AOL	46	7	16	4	-	-	18	-	+4	95
RRR	99	-	-	-	3	-	12	-3	-32	79

Round 9 Runs

15.	45 - 55	Meriden/Waterbury to Bellows Falls/Claremont
16.	16 - 36	Concord/New Wolfboro to Barnstable/Falmouth
17.	32 - 52	Boston to Albany
18.	44 - 54	New Haven to Southern USA
19.	65 - 26	Manhattan to Lawrence/Nashua
20.	22 - 14	Lewiston to Rutland/Woodsville
21.	62 - 52	Bridgeport to Canada

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

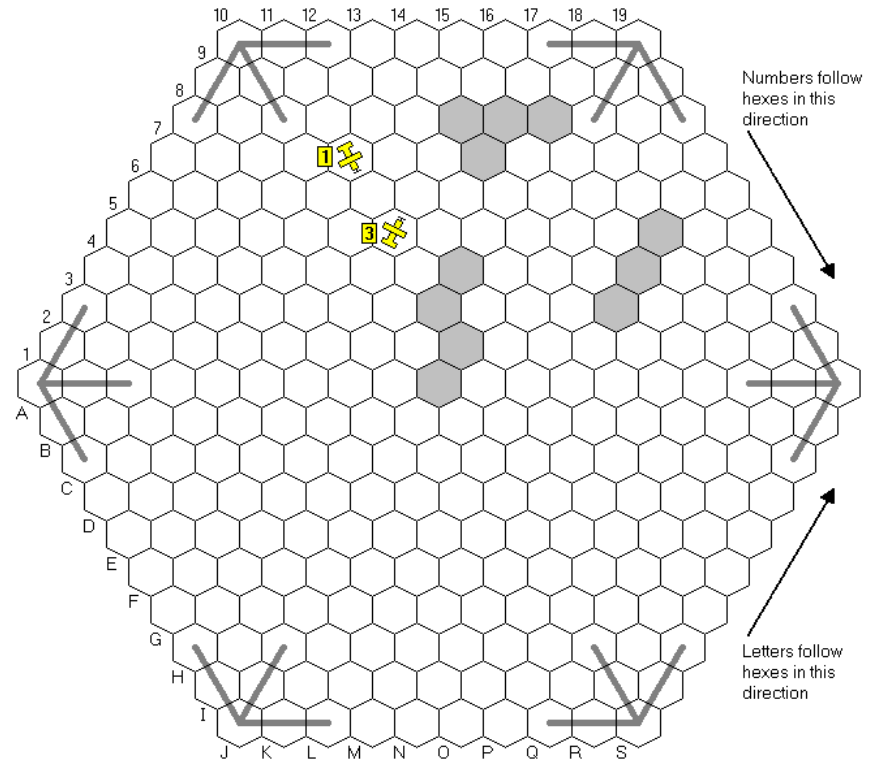


SOPWITH T353FW

Close quarters once more.

ROUND 29

Pilot	Starts	Moves	Ends	A:D:P
1 <i>The Brown Baron</i> ♠ Michael Graystone	D8-NE	I, A, LT (2 kills) (Airfield: A1)	E11-SE	08:11:41
3 <i>Wizard Prang</i> Jim Reader	C9-NE	LT, LT, LT (Airfield: J19)	G11-NE	11:05:00



The clouds moved east. *The Brown Baron* flips with an Immelman turn and gets *Wizard Prang* in his sights. Is this the end? Wait for next month's gripping instalment...

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	3.500
- William Jockusch	3.400
▼ Pete Campbell	2.722
- Rob Thomasson	2.702
- Victor Cronshaw	2.500
▲ Michael Graystone	2.218
- Dvd Avins	2.167
▼ John Colledge	2.121
▲ Mick Haytack	2.101
- Neil McConnell	2.071

The rating system is:

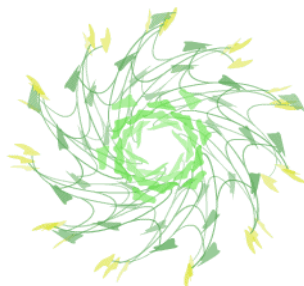
- 5 points for a win
- 3 points for second
- 1 point for third

⊛ Completed games and winners:

1850 e978 {1850-X32}	Ken Boucher
Puerto Rico e1000	Willem Moene
Carcassonne e1003 {Inns & Cathedrals}	Kath Collman
Acquire e1004 {Special Powers}	Mick Haytack

⊛ New games and start dates:

Acquire e1010	May 3rd
1870 e1011 {1870-Q34}	May 3rd
Princes of Florence e1012	May 9th



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Apr 19	...mais n'est-ce pas la gare? 141
May 2	Fury of the Northman #19
May 3	Ode 340
May 9	Minstrel 371

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.

▲ Adam Romoth	3.600	The rating system is:	
- Lyndon Gurr	3.338		
▲ Pete Campbell	3.029		5 points for a win
- Marcus Pratt	2.911		3 points for second
- Mark Frueh	2.813	1 point for third	
▲ Lionel Robbins	2.731		
- Steve Thomas	2.611		
- Rob Thomasson	2.333		
▼ Michael Graystone	2.316		
▼ Bob Coull	2.034		

WHO PLAYS WHAT

Pete Campbell	7W1, 1861-E33, Bat5, RR-2206-NE
John Colledge	Acq59
Bob Coull	BB-335-GMY, RR-2205-M
Michael Graystone	Acq59, RR-2206-NE, Sop353
Lyndon Gurr	7W1, 1861-E33, Acq59
Steve Ham	Bat5, RR-2206-NE
Mike Hutton	1861-E33
Kevin Lee	7W1
John Marsden	Bat5, BB-335-GMY, RR-2205-M
Willem Moene	1825-X31
Marcus Pratt	Bat5
Jim Reader	7W1, RR-2205-M, Sop353
Mike Reeves	7W1, BB-335-GMY, RR-2206-NE
Lionel Robbins	1825-X31
Don Shaller	RR-2205-M
Colin Sharpe	Acq59, BB-335-GMY, RR-2205-M
John Shelley	1825-X31, 1861-E33
Don Smith	1861-E33
Allan Stagg	7W1, Bat5
Mark Stretch	Bat5
Roger Trethewey	BB-335-GMY, RR-2206-NE
Tony Wilcock	Acq59

OUTSIDE EDGE

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DEADLINES

All games - Friday June 7th

Future deadline: All games: July 5th

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