

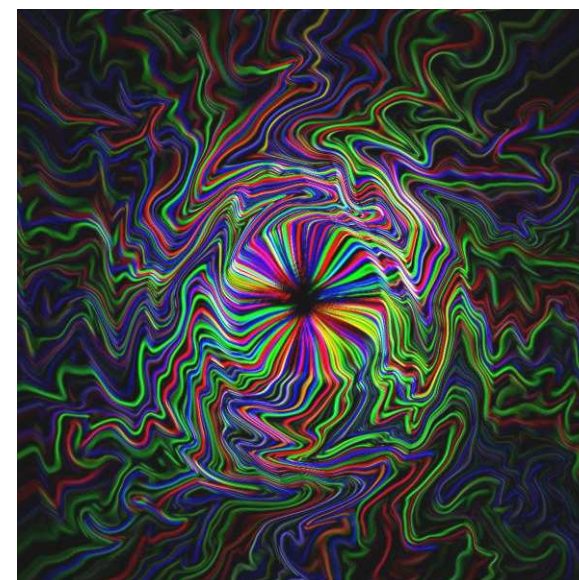
FOR WHOM THE DIE ROLLS

August 2013

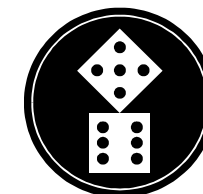
Published by Keith Thomasson

Issue 205

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.



£1.50



INSIDE STORY

This is FOR WHOM THE DIE ROLLS #205, 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 #205. A quick turnaround issue due to reduced content, as it will be until the final shutdown.

I have some space to fill so thought I would share with you. My choice of sharing is my bugbear with the constant retuning required to keep up with Freeview television channels.

I don't mean when new services are added, but when they move a channel to a new number. We never seemed to have to do this before the switch to digital, but now it seems that you need to retune every other week because they are constantly reorganising the channels.

The latest is Film4. When you tune in to Film4 you get a banner at the top of the screen telling you that if you are watching this on channel 15 you will need to retune because they are moving. They do not, of course, have the courtesy to tell you what the new channel number will be. (I found out later - it is still going to be channel 15!!- just a different broadcast frequency.)

I will admit that it doesn't take long to retune, but I am only one of millions of people who need to repeat this task, many of whom will be confused about what they need to do. It would seem sensible to save the retune until there are a number of changes to be made.

Of course, as soon as you go to the menu and ask for a retune, you are warned that all your personal settings will be lost. This includes anything like your choice of which channels are visible to you, any special channel groups you have set up to make it easier to find them, and so on. It also resets parental blocking settings, so someone who has blocked adult content will have to block it again after each retune.

This is the worst part of it. The television manufacturers have spent a lot of time and effort making it possible for you to customise your set, but has spent nothing in trying to retain these settings when the set is retuned.

I did try calling Freeview, but they specialise in not having a phone number. I did find some old ones, but they just give you a recorded message saying that 'we no longer run a call centre'. I didn't need a call centre, I just wanted a person to speak to! I did call the Digital help line, but all they can deal with is helping people to retune their sets and have no involvement in the process of choosing when a channel is moved.

Considering that Freeview is mostly funded by the government, being unable to call them is just wrong. Ofcom, the communications regulator, has no involvement with this issue - although it was a hard slog trying to communicate with them by phone as well.

Rant over, although I would be interested to hear if you've had similar frustrations. ☺

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
9 Jul	Devolution 96
10 Jul	Minstrel 373
16 Jul	Ode 342
18 Jul	Fury of the Northmen 21, ...mais n'est-ce pas la gare? 144
23 Jul	Variable Pig 140
31 Jul	The Tangerine Terror 62/63

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: 5 points for a win 3 points for second 1 point for third
- Lyndon Gurr	3.358	
- Pete Campbell	3.029	
- Marcus Pratt	2.911	
- Mark Frueh	2.813	
- Lionel Robbins	2.731	
- Steve Thomas	2.611	
- Michael Graystone	2.337	
- Rob Thomasson	2.333	
- Tony Robbins	2.318	
- Bob Coull	2.100	
- Colin Sharpe	2.011	

WHO PLAYS WHAT

- Pete Campbell . . . 7W1, 1861-E33, Bat5, RR-2206-NE
- Michael Graystone . RR-2206-NE
- Lyndon Gurr 7W1, 1861-E33
- Steve Ham Bat5, RR-2206-NE
- Mike Hutton 1861-E33
- Kevin Lee 7W1
- John Marsden Bat5
- Marcus Pratt Bat5
- Jim Reader 7W1
- Mike Reeves 7W1, RR-2206-NE
- John Shelley 1861-E33
- Don Smith 1861-E33
- Allan Stagg 7W1, Bat5
- Mark Stretch Bat5
- Roger Trethewey . . RR-2206-NE



1861-E33

No new companies formed this time.

SR6

Stock Round 6

Lyndon	Pete	John	Don	Mike
- 1 SW	+ NW new	+ GRR new	+ MK new	- 1 MK
+ NW new				+ GRR pool
+ MVR new	+ NW new	+ NW new	✗	+ SE new
✗	+ MVR new	+ SE new	✗	+ SE new
✗	✗	✗	✗	✗
<i>Priority for SR7</i>				

Cash Flow	b/f	SR6	c/f	Value	%	Certs
Mike Hutton	344	-300	44	1,509	17.8▼	8
Lyndon Gurr	102	-85	17	2,237	26.4▲	12
Pete Campbell	500	-435	65	1,950	23.0▼	9
John Shelley	552	-520	32	1,867	22.0▼	8
Don Smith	258	-220	38	918	10.8▼	3

Portfolio	SPW	GRR	MK	MKN	MKV	MVR	NW	SE	SW	RSR
Mike Hutton	2D	1	-	-	-	-	1	6D	-	-
Lyndon Gurr	-	-	1	-	-	6D	6D	-	1	-
Pete Campbell	-	-	1	-	-	1	2	-	6D	-
John Shelley	-	6D	-	-	-	-	1	1	1	-
Don Smith	-	-	4D	-	-	-	-	-	-	-

Bank (new)	-	3	3	10	10	3	-	3	1	-
Bank (pool)	-	-	1	-	-	-	-	-	1	-
Price	90F	220B	220A	-	-	135C	150D	150C	200D	-
Company credit	170	486	1,153	-	-	985	813	510	510	470
Loans	-	-	-	-	-	-	-	-	-	-
Tokens	-	-	1	3	3	2	1	1	1	-
Trains	3	5 4 3	3 3	-	-	4	5 3	5	4 3 3	4

Bank cash: 9,707 Certificate limit: 13 Trains: 4 x '5', 2 x '6'

Current operating order: SPW, GRR, MK, SW, NW, SE, MVR, RSR

Tile number/Availability

Two Operating Rounds between Stock Rounds

3/2	4/4	5/1	6/-	7/⊕	8/⊕	9/⊕	57/1	58/2	201/3	202/4	621/1	14/1
15/1	16/2	17/2	18/2	19/1	20/2	21/2	22/2	23/2	24/1	25/3	26/2	27/1
28/1	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	635/1	637/1	39/2	40/2	41/2	42/2	43/2	44/2	45/2	46/2	47/2	63/3
611/3	623/2	636/-	638/-	641/-	801/1	911/3						

⊕ Yellow track tiles are unlimited

1861

Game E33
Referee:
Keith Thomasson

● May start in phases 2 to 4

● May start in phases 3 to 4

● Russian State Railway

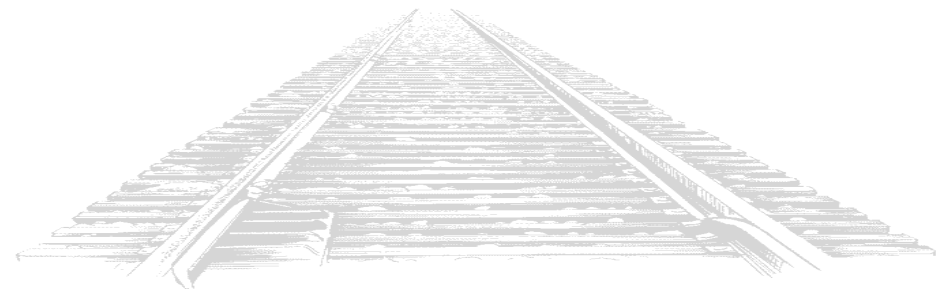
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Orders required for the following rounds

By the early deadline

OR1 1, MR7

Adjudication can pause between rounds if requested





7 WONDERS 1

Three Wonder stages built this time.

ROUND 14

Age III - Card 2 The discard pile contains 7 Age I cards and 7 Age II cards

Mike Reeves Third Wonder stage (2 coins to Kevin for Clay)

Lyndon Gurr Worker's Guild (1 coin to Mike for Clay)

Jim Reader Haven (free due to Forum) (gains 3 coins)

Allan Stagg Second Wonder stage (2 coins to Jim for 2 Wood) (gains 9 coins)

Pete Campbell Academy (2 coins to John for Stone)

{John Boocock} First Wonder stage

Kevin Lee Arena (gains 6 coins)

Jim, your card was chosen at random because you already had one of the ones you wanted in play, and you cannot play two of the same building.

Mike	Lyndon	Jim	Allan	Pete	{John}	Kevin
5 coins 22 VPs	13 coins 36 VPs	6 coins 30 VPs	11 coins 37 VPs	5 coins 29 VPs	15 coins 23 VPs	20 coins 31 VPs
Marketplace	Tavern		Trading Post	Marketplace		
Trading Post	Caravansery		Tavern	Caravansery		
Caravansery	Baths	Trading Post	Courthouse	Bazaar		
Vineyard	Temple	Forum	Academy	Forum		Arena
Guard Tower	Statue	Haven	Apothecary	Barracks		Bazaar

Mike	Lyndon	Jim	Allan	Pete	{John}	Kevin
Total value of Military Conflict VP tokens held						
+7	+1	+4	-4	+8	-3	+1

Orders required Age III cards are passed to the left

Your third card for Age III, to play, build a Wonder stage or discard for 3 coins





BATTLE! 5

Your Attribute research order is:
AMECSBDRPHX

ROUND 15

Research: *Conflux* researches Hover.

New units: 2A (C), 5B (F), 8B (E), 1F (E).

Moves: *Apache* and *Banzai* get even cosier, while *Dream Team* and *Effalump* reach new heights in Hover demonstrations.

Combat: 1A⇒7B (4 hits *), 4A⇒1B (6 hits *), 6A⇒6B (6 hits *), 1B⇒4A (4 hits), 7D⇒7E (4 Elite vs Defence, 8 hits from 2 successful attacks, drops down to level 1), 2E⇒5D (1 Elite vs Defence, 1 Elite to target Move, 6 hits *), 7E⇒7D (2 Elite vs Defence, 1 Elite to target Attack, 8 hits, drops down to level 1), 3F⇒1A (6 hits), 6F⇒2D (2 hits from 1 successful attack). (* = destroyed)

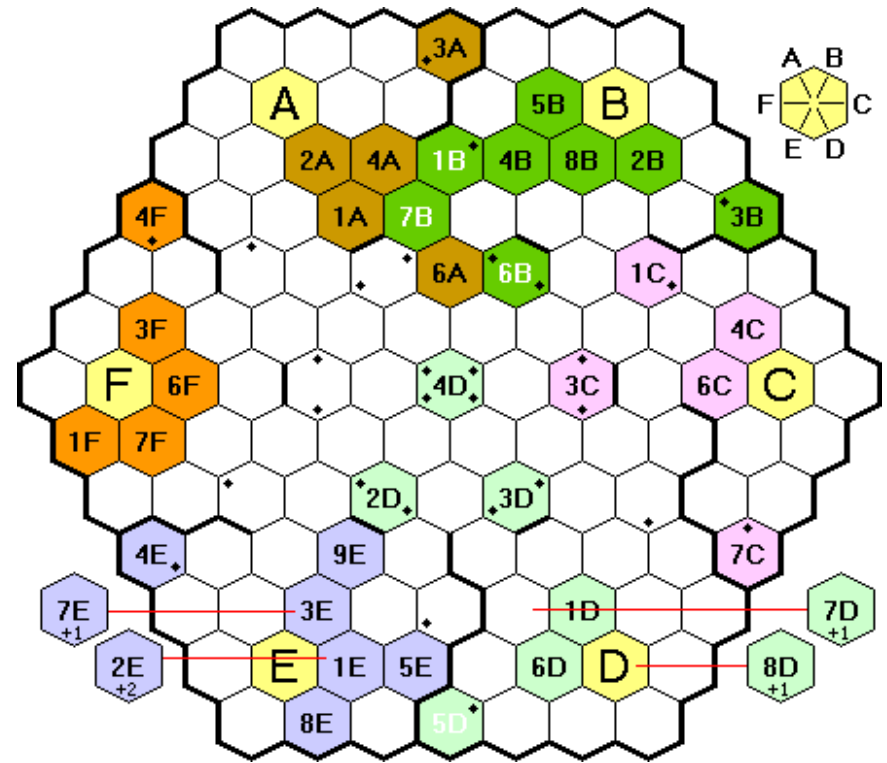
Builds: None.

Conversions: None.

It's definitely war now. *Banzai* loses three units, which opens up a gap between themselves and *Apache*. *Effalump* and *Dream Team* work from a distance and inflict various casualties on each other.

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H	
<i>Apache</i> Pete Campbell	✘ Level 6	12	1A	1	2									
			2A	2	1	1	1	1/0	1					
			↗3A	1	2									
			4A	3	2	0	0	1/1						
			6A	3	2	1	1	1/0	1					
<i>Banzai</i> Mark Stretch	✘ Level 9	12	2B	2	2	0	2	0/0	0	2	3			
			↗3B	1	1									
			4B	1	0	0	0	0/0	0	0	2			
			5B 8B											
<i>Conflux</i> Steve Ham	+ Hover Level 10	15	↗1C	1	2	1	1	0/0	0	0	1			
			↗↗3C	3	3	0	0	0/0	0	2	2	1		
			4C	0	2	0	1	1/0	1					
			6C	3	2	1	1	1/0	1	2	3	2		
			↗↗7C	0	2	1	0	1/0	1	0	0	2		
<i>Dream Team</i> Allan Stagg	✘ Level 10 Double Damage	19	1D	0	1									
			↗↗2D	3	3	1	0	1/0	0	2				
			↗↗↗3D	1	2	0	0	0/0	1	1	1	2		
			↗↗↗↗4D	1	2	0	0	2/0	0	1	1	0	1	
			6D	1	2	2	0	1/0	0	1				
			7D 8D	3 1	0 2	3 2	0 0	0/0 0/0	0 0	1 1	2 1	0 0	1 1	

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H
<i>Effalump</i> Marcus Pratt	✘ Level 10	12	1E	2	2	0	0	0/0	0	0	1	0	1
			2E	3	2	2	0	1/0	1	0	3	0	2
			3E	2	1	2	1	2/0	1	1	1		
			↗4E	0	2								
			5E	0	1	0	0	1/0	0	0	0	2	
			7E	4	2	2	0	0/0	0	5	2	0	1
			8E	0	1								
			9E	0	1	1							
			<i>Frogs</i> John Marsden	✘ Level 9	12	1F	0	0	0	0	0/0	0	1
3F	3	1				1	1	2/2	2	3	3		
↗4F	0	1											
6F	2	2				2	0	2/0	0	2	3		
7F	2	1				0	0	1/0	1	1	1		



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



RAILWAY RIVALS 2206-NE 2/3 and 4/5 are close, but RINE looks secure. **ROUND 11**

New England

Round 11 Runs

		RINE	GREAT	HEART	RRR	AOL	
29	55 Bellows Falls/ Claremont 13 Montpelier/ St. Johnsbury	① AOL 30 ✗ RRR			-1	+1	29 1
30	11 Plattsburg/ Rouses Point 35 Brockton/ Woonsocket	① GREAT 20 ② HEART 10 ✗ RRR	+1		-1		19 10 1
31	66 Brooklyn 56 Springfield	① HEART 10 ① RRR 10 ① AOL 10 ✗ GREAT	-1	-2	+1	+2	12 9 8 1
32	46 Hartford 5 Western USA	① GREAT 16 ② RINE 9 ③ HEART 5 ✗ RRR ✗ AOL	+4	+2	-4	-2	12 9 3 4 2
33	45 Meriden/ Waterbury 25 Keene/Manchester	① AOL 13 ② RRR 7 ② RINE 6 ④ GREAT 4 ✗ HEART	+1	-1			13 7 6 3 1
34	65 Manhattan 32 Boston	① HEART 11 ② RINE 6 ② AOL 6 ④ RRR 4 ④ GREAT 3			-2	+5	14 6 1 6 3
35	24 Portsmouth/ Rochester 2 Canada	① RRR 15 ① RINE 15	+5		-5		20 10

Routes

Railways in New England (RINE) (Pete Campbell, Blue)
None.

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

Ham's Engineers Are Rather Terrific (HEART) (Steve Ham, Purple)
None.

Reeve's Rapid Railroad (RRR) (Mike Reeves, Green)
A11 - A17 - Albany.

-7 {builds} = -7

America On Line (AOL) (Roger Trethewey, Black)
None.

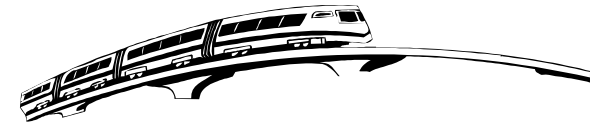
Scores

	Runs:	29	30	31	32	33	34	35	Builds	Score
RINE	282	-	-	-	9	6	6	10	-	313
HEART	198	-	10	12	3	1	14	-	-	238
GREAT	190	-	19	1	12	3	3	-	-	228
AOL	148	29	-	8	2	13	1	-	-	201
RRR	154	1	1	9	4	7	6	20	-7	195

Round 12 Runs

- 36. 63 - 26 Bronx to Lawrence/Nashua
- 37. 51 - 21 Bennington/Troy to Augusta/Waterville
- 38. 12 - 42 Burlington/St. Albans to Providence
- 39. 64 - 1 Manhattan to Canada
- 40. 44 - 36 New Haven to Barnstable/Falmouth
- 41. 53 - 31 Saratoga Springs/Schenectady to Fitchburg/Lowell
- 42. 14 - 6 Rutland/Woodsville to Western USA

Runs
Enter up to 4



BUS BOSS 335-GMY And so our final game of Bus Boss is laid to rest. **GAME OVER**

1st	Colin Sharpe	HUN	389
2nd	Bob Coull	BAG	357
3rd	John Marsden	ODE	296
4th	Roger Trethewey	GBR	288
5th	Mike Reeves	BUS	148

Roger Trethewey (GBR, 4th): A very enjoyable game. Congratulations to Colin. I should be asking both Colin and Bob for training in this game as they seem to be the role models. Watching their positions in the league table. Thanks to Keith for running it.

Thanks to everyone for this game. A good one to close with.



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 September 6th

Future deadline: All games: October 4th

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.