

# FOR WHOM THE DIE ROLLS

December 2013

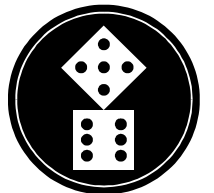
Published by Keith Thomasson

Issue 209

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 #209, 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 #209. The year is nearly over, and with the completion of two of our remaining three games, so is the zine. Once the round-up reports for 1861-E33 and 7 Wonders 1 are done next time, Battle! 5 will be the one and only game left running. It's hard to say how long that has to run. The first casualty is getting closer to being eliminated, but the rest are battling on. As the rules allow for the submission of game-end proposals, it could of course end sooner rather than later.

I like my games relatively free from direct conflict, particularly when playing browser-based civilization building games with a few hundred other people. My preference here is in building up my civilization rather than bashing people I don't know, and to find that interrupted by someone else's desire to be a pain in the backside spoils it for me. I was therefore less than pleased to discover that someone was coming to pillage one of my towns. As it turned out, it was a damp squib, because I joined the alliance he was a member of before he arrived. When his fleet did turn up, instead of becoming an occupying force they became a defending force for my town. Foiled!

It seems that many of the games I buy these days are expansions to games I already have. One of those was the Extreme Danger expansion to Flash Point: Fire Rescue. Flash Point is a co-operative game of getting victims out of burning buildings. The new set includes a Mechanic's Garage, which includes a car that might cause a larger than usual explosion while you are fighting the fire. The other side of the board is a Laboratory on two floors and adds the risk of chemical spills that release toxic chemicals. You can increase the difficulty by adding a Basement or an Attic board to make it a three storey building. Having just succeeded in two more standard scenarios, I will be keen to try this module out in the new year. We might even get the rules right this time :-)

A recent exception to this is the Designer's Edition of Ogre from Steve Jackson Games, which arrived last week. Ogre was originally published in 1977, and was the first game in the Microgames aeries from Metagaming. This was a black and white production that came in a small ziplock bag. The new edition scoops up most of the expansions that followed it, including the sequel G.E.V., and adds a load of new stuff. The entire package weighs 11kg, making it the heaviest game I own by a large margin. The game boards weight 4.8kg on their own! The first thing you find when you remove the shrink is a large sheet headed Read Me First in very large letters, followed by "This set includes more than a thousand counters. Don't start punching them all out. That way lies madness." I can see that...

With Christmas coming I might be able to find the time to hide away and take a closer look. I hope you find something to occupy you over the festive period. Whatever that ends up being, I wish you a Merry Christmas and a Happy New Year, and all the best for 2014. ☺



## 7 WONDERS 1

The final card of the final round...

## ROUND 18

Age III - Card 6	The discard pile contains 7 Age I cards and 7 Age II cards
Mike Reeves	Senate {2 coins to Lyndon for Wood and Stone}
Lyndon Gurr	Arena
Jim Reader	Chamber of Commerce {4 coins to Allan for 2 Clay}
Allan Stagg	Gardens {1 coin to Jim for Wood}
Pete Campbell	Observatory
{John Boocock}	Philosopher's Guild
Kevin Lee	Builds third Wonder Stage {4 coins to John for 2 Stone}

Mike	Lyndon	Jim	Allan	Pete	{John}	Kevin
2 coins 31 VPs	21 coins 51 VPs	5 coins 44 VPs	13 coins 59 VPs	16 coins 51 VPs	17 coins 29 VPs	26 coins 50 VPs
Marketplace	Tavern		Trading Post	Marketplace		
Trading Post	Caravansery		Tavern	Caravansery		
Caravansery	Arena	Chamber of Commerce	Courthouse	Bazaar		
Vineyard	Baths	Forum	Gardens	Forum		Arena
Senate	Temple	Haven	Pantheon	Lighthouse		Bazaar
Guard Tower	Statue	Trading Post	Academy	Barracks	Tavern	Haven

Mike	Lyndon	Jim	Allan	Pete	{John}	Kevin
Stables	Pantheon	Altar	Apothecary	Stables	Altar	Lighthouse
Training Ground	Stockade	Pawnshop	Scriptorium	Academy	Theatre	Vineyard
Walls	Archery Range	Temple	Library	Apothecary	Aqueduct	Courthouse
Circus	Craftsmen	Statue	School	Dispensary	Senate	Aqueduct
Lodge	Magistrates	Town Hall	University	Lodge	Palace	Gardens
Study	Spies	Palace	Workshop	Library	Arsenal	Town Hall
Scientists	Workers	Barracks	Laboratory	Scriptorium	Laboratory	Archery Range
		Arsenal	Traders	University	Philosophers	
		Strategists		Study		
				Observatory		
+7	+1	+4	-4	+8	-3	+1
Military Conflict after Age II - Strength first, with VP tokens received below						
10	3	5	0	3	3	2
+5 +5	-1 -1	+5 +5	-1 -1	+5 ✕	✕ +5	+5 -1
Total value of Military Conflict VP tokens held						
+17	-1	+14	-6	+13	+2	+5

	Mike	Lyndon	Jim	Allan	Pete	{John}	Kevin
Military	17	-1	14	-6	13	2	5
Coins	0	7	1	4	5	5	8
Wonders	10	10	3	3	0	3	15
Civilian	6	17	26	16	0	24	20
Commercial	0	3	5	0	5	0	12
Guilds	0	22	10	9	0	9	0
Scientific	13	0	0	38	43	1	0
Total	46	58	59	64	66	44	60

I was surprised to see that Pete ended up with more points from Science than Allan, but playing the Observatory gained him 10 points in this round. That, together with his military victory over Allan, was enough to push him ahead.

1st	Pete Campbell	66
2nd	Allan Stagg	64
3rd	Kevin Lee	60
4th	Jim Reader	59
5th	Lyndon Gurr	58
6th	Mike Reeves	46
7th	{John Boocock}	44

Congratulations to Pete on his win, and commiserations to Allan for showing the way through the entire game, only to slip back at the last. We will round it up next time, so if you have any comments, let me have them for then.







**1861-E33**

The final three 18xx rounds in these pages.

**OR13 - OR15**

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GRR	JS	611:O8:5 9:L11:2	310	Yes	① ② ③	330A*	363	-	5+5E 5
MK	DS	-	330	Yes	④	270A*	286	-	5 2+2
NW	LG	-	680	Yes	-	245B*	163	-	6 5
SE	MH	45:G14:4	320	Yes	⑤	200C*	76	-	8 5
SW	PC	23:N3:5	450	Yes	⑥ ④	200C*	35	-	7 2+2
MVR	LG	-	400	Yes	⑤	200BV	50	-	8 6

- Notes: ① 20 to the bank for a second tile lay  
 ② 80 to the bank for terrain costs  
 ③ 1,500 to the bank for a '5+5E' train  
 ④ 600 to the bank for a '2+2' train  
 ⑤ 1,000 to the bank for an '8' train  
 ⑥ 120 to the bank for a token in F15

OR14	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GRR	JS	47:C16:1 9:D17:3	1,070	Yes	①	360A*	343	-	5+5E 5
MK	DS	-	650	Yes	-	300A*	481	-	5 2+2
NW	LG	-	680	Yes	-	270B*	163	-	6 5
SE	MH	41:F9:5	750	Yes	-	200C*	151	-	8 5
SW	PC	87:F13:3	770	Yes	-	220C*	35	-	7 2+2
MVR	LG	-	750	Yes	-	220B*	50	-	8 6

- Notes: ① 20 to the bank for a second tile lay

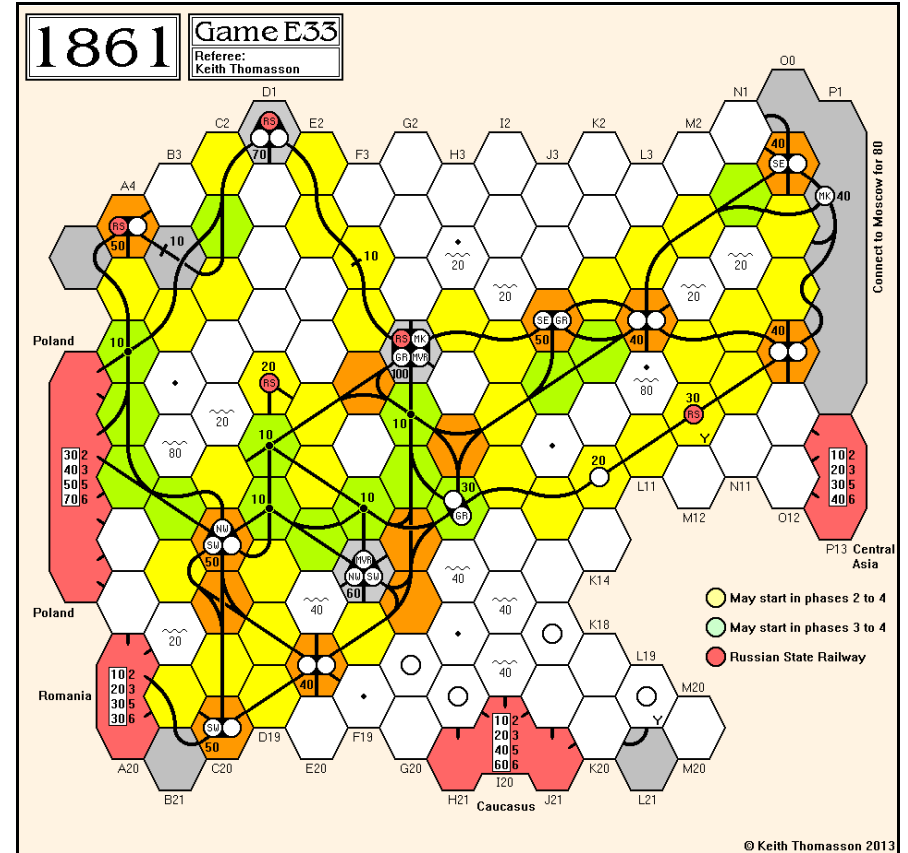
OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GRR	JS	-	1,070	Yes	-	400A*	343	-	5+5E 5
MK	DS	-	650	Yes	-	330A*	676	-	5 2+2
NW	LG	-	680	Yes	-	300B*	163	-	6 5
SE	MH	39:G16:5	750	Yes	-	245C*	226	-	8 5
SW	PC	9:E12:3 87:D11:2	770	Yes	①	245C*	15	-	7 2+2
MVR	LG	-	810	Yes	-	245B*	50	-	8 6

- Notes: ① 20 to the bank for a second tile lay

Portfolio	GRR	MK	MKN	MKV	MVR	NW	SE	SW
Mike Hutton	2	1	-	-	-	1	6D	1
Lyndon Gurr	2	1	-	-	6D	6D	-	-
Pete Campbell	-	1	-	-	2	2	1	6D
John Shelley	6D	-	-	-	1	1	2	3
Don Smith	-	4D	-	-	1	-	-	-

Bank (new)	-	3	10	10	-	-	1	-
Bank (pool)	-	-	-	-	-	-	-	-
Price	400A	330A	-	-	245B	300B	245C	245C
Company credit	343	676	-	-	50	163	226	15
Loans	-	-	-	-	-	-	-	-
Tokens	-	1	3	3	1	1	1	1
Trains	5+5E 5	5 2+2	-	-	8 6	6 5	8 5	7 2+2
Bank cash: 525	Certificate limit: 13		Trains: 6 x '8', 1 x '5+5E'					

Cash Flow	b/f	OR13	OR14	OR15	c/f	Value	%	Certs
Mike Hutton	167	400	874	874	2,315	5,460	18.9*	10
Lyndon Gurr	866	743	1,137	1,173	3,919	8,319	28.9*	13
Pete Campbell	60	551	888	900	2,399	5,534	19.2*	11
John Shelley	45	493	1,166	1,172	2,876	7,046	24.4*	12
Don Smith	65	172	335	341	913	2,478	8.6*	4



The dividends shot up as companies gained a second train, and Pete did just enough to overtake Mike for the final listing.

1st	Lyndon Gurr	8,319	28.9%
2nd	John Shelley	7,046	24.4%
3rd	Pete Campbell	5,534	19.2%
4th	Mike Hutton	5,460	18.9%
5th	Don Smith	913	8.6%

Congratulations to Lyndon once more, and thanks to everyone for playing. Next month we'll round it up for good, so if you have comments, let them be known.



**BATTLE! 5**

Your Attribute research order is:  
AMECSBDRPHX

**ROUND 19**

Research: None. Repair: None.

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

Moves: There was not that much movement this time, and no conflicts requiring Elite expenditure.

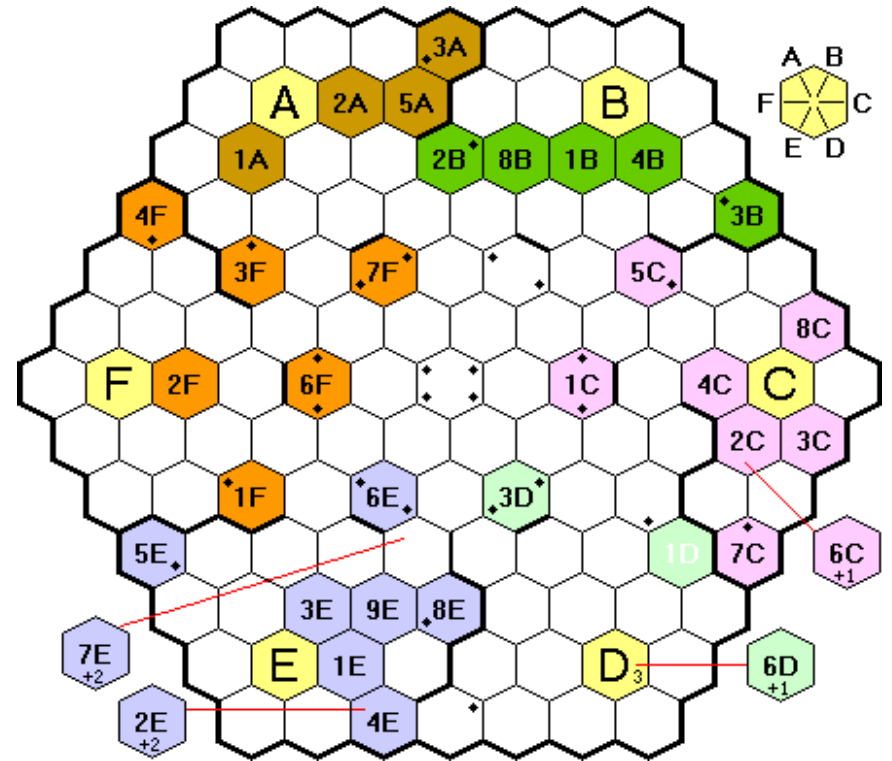
Combat: 2B⇒1A (4 hits)  
6C⇒1D (6 hits \*)  
1D⇒7C (4 hits)  
2E⇒6D (2 hits)  
2E⇒D base (2 hits)  
3E⇒3D (4 hits)  
7E⇒D base (4 hits)  
7F⇒5A (2 hits, 1 shot blocked Defence) (\* = destroyed)

Builds: 4E removes a wall (C). 3F builds a wall (E).

Conversions: None.

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H	
<i>Apache</i> Pete Campbell	x Level 7	11	1A	2	2	1								
			2A	2	1	1	0	0/0	0	1				
			3A	1	2									
			◆5A	4	2	2	1	1/0						
			◆8E	0	1	0	0	0/0	0	0	0	1	2	
<i>Banzai</i> Mark Stretch	x Level 9	12	1B	2	2	0	0	0/0	0	2	2			
			◆2B	2	2	0	2	0/0	0	2	3			
			◆3B	1	1									
			4B											
			8B	2										
<i>Conflux</i> Steve Ham	x Level 10	15	◆◆1C	1	2	1	1	0/0	0	0	1			
			2C											
			3C											
			4C	0	3	1	1	3/0	1	1	1	1		
			◆5C	0	2	1	0	0/0	0	0	0	2		
			6C	5	2	2	1	1/0	1	1	3	1	2	
			◆7C	0	2	0	0	0/0	0	0	0	1		
<i>Dream Team</i> Allan Stagg	x Level 10	5	◆◆3D											
			6D	0	0	0	0	0/0	0	0	1			
<i>Effalump</i> Marcus Pratt	x Level 10	17	1E	2	2	1	0	0/0	0	0	1	0	1	
			2E	3	2	2	0	1/0	1	0	3	0	2	
			3E	2	3	2	1	3/2	1	2	3	1	1	
			4E	0	2	0	0	1/1	1					
			◆5E	0	2	0	0	0/0	0	0	0	2		
			◆◆6E	0	1	0	1							

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H
<i>More Effalump</i>			7E	4	2	2	0	0/0	0	5	3	1	2
			◆◆8E	0	1	0	0	1/0	0	0	0	2	
			9E	0	2	1	1	1/0					
<i>Frogs</i> John Marsden	x Level 9	17	◆1F	1	2	2	0	0/0	1	2	0	1	
			2F	2	2	1	0	1/0	0	0	1		
			◆3F	3	2	3	1	2/0	2	3	4	1	
			◆4F	0	1								
			◆◆6F	3	2	2	0	2/2	1	2	3		
			◆◆7F	2	3	0	0	1/0	1	2	1		



Please do not specify combat as so many 'shots' and then give a number that is the number of hits. Each shot does 2 hits, so if you have 5 attack available, you can split 3/2, but you should not order a split of 6/4. Also note that line of sight for attacks is from the centre of the firing hex to the centre of the target hex. If that line goes through any part of a hex containing another unit or base, you cannot make that attack.

Orders required: Attribute order: AMECSBDRPHX  
Production, Moves, Combat, Builds and Conversions for round twenty

**NEWS FROM THE ROCK**

[www.fwtwr.com/fwtwr/](http://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.

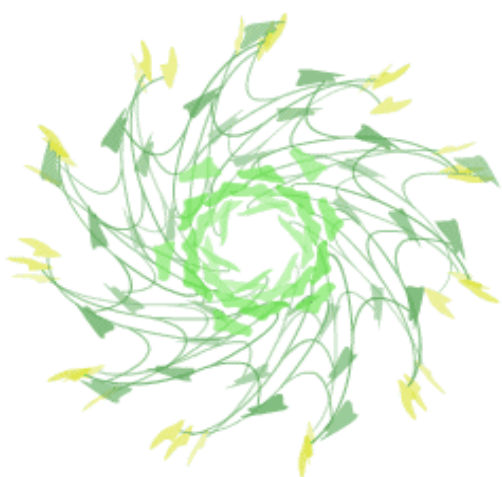
- William Jockusch . . . . .	3.667	The rating system is: 5 points for a win 3 points for second 1 point for third
- Ken Boucher . . . . .	3.359	
- Are-Harald Brenne . . . . .	2.800	
- Pete Campbell . . . . .	2.713	
- Rob Thomasson . . . . .	2.702	
▼ Victor Cronshaw . . . . .	2.520	
▲ Michael Graystone . . . . .	2.254	
- John Colledge . . . . .	2.097	
▲ Mick Haytack . . . . .	2.094	

✦ Completed games and winners:

Acquire e1021 . . . . . Dan Zacharias

✦ New games and start dates:

Ingenious e1028 . . . . . Nov 10th  
 1850 e1029 {1850-P35} . . . . . Nov 10th  
 1800 e1030 {1800-Q35} . . . . . Nov 29th



**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
- David Smith . . . . .	3.478	
▼ Lyndon Gurr . . . . .	3.317	
▲ Pete Campbell . . . . .	3.139	
- Marcus Pratt . . . . .	2.911	
- Mark Frueh . . . . .	2.813	
- Steve Thomas . . . . .	2.611	
- Michael Graystone . . . . .	2.343	
- Rob Thomasson . . . . .	2.333	
- Tony Robbins . . . . .	2.318	
- Stephen Webb . . . . .	2.226	
- Bob Coull . . . . .	2.100	
- Colin Sharpe . . . . .	2.011	

**ZINES RECEIVED**

A summary of zines that I've received recently.

Date	Zine/Issue
Nov 15	Devolution #98
Nov 19	...mais n'est-ce pas la gare? 148
Dec 3	Ode 346, Variable Pig 142
Dec 6	Minstrel 378

**WHO PLAYS WHAT**

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



