

FOR WHOM THE DIE ROLLS

January 2014

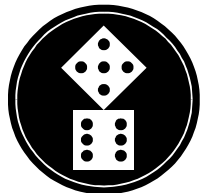
Published by Keith Thomasson

Issue 210

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.



£1.00



INSIDE STORY

This is FOR WHOM THE DIE ROLLS #210, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £1.00 (including postage).

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START

Welcome to issue #210, the first issue for 2014. With the number of games now down to one, who knows how many issues we will see this year. I'll let you know when the music stops.

A couple of issues ago I was fairly critical of how LMN&B Games were handling the delivery stage of their Kickstarter for 1862. I now have my copy, and am sorry to say that my copy did not survive their packaging standards in good condition. On the plus side, Michael Roberts has promised to send me a replacement box, as the contents are fine, they just need a good box to store them in. So good news or the follow-up response. It's a shame they didn't spend a little more on better packaging rather than spending it on fixing problems.

The game itself has not seen my table yet, and it may take some time for that to happen, but the early reports of the game are very positive. The game is more complex than many, with a fairly large number of mechanisms that need to work together. By all that I have heard, Mike Hutton has managed to merge these mechanisms together very well. There have been queries on the rules and Mike has said he will produce an FAQ to resolve those queries.

If this game interests you then you may have to be quick as there are not many copies left. It is available on LMN&B's online shop (www.lmn.co.uk) for £75 + postage, and at the time of writing there are 22 copies available. It does sound steep, but it was a relatively short print run (800) and includes a lot of components. With 20 companies to provide company charters (not listed in the components list..!!), certificates and tokens for, the box is full before and after punching out all the tiles and certificates.

Only 16 of the 20 companies are used in any one game, giving variety from one game to another. I did once take part in a play test session, but it was some time ago and the game may have changed since then, but I do remember it being an interesting game.

I am now going to find out how well this will print. I have had a little trouble with the black cartridge in my printer, and the replacement was no better. This is the risk of using remanufactured cartridges to save money, the the HP originals have always been more reliable, but the price difference is not small. On the positive side, the supplier for these cartridges (Mouse2House) have been very good and are replacing the cartridges later this week under their 12 month guarantee, so if I do find problems printing this, I should only have to wait for the replacements to arrive.

In case you missed it, the zine's price is down again as the zine gets smaller.



7 WONDERS I

And....relax.

GAME OVER

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

Allan Stagg (2nd): Damn - pipped at the post by Pete, but what a brilliant card to be able to play. I can at least have the commiseration that had I played the other card I held - a military card - I would still have lost, this time by one point - but I would have been equal second. My downfall at the end was that my neighbours did not produce the tradeable papyrus that I needed for my last wonder stage. Congrats to Pete, and thanks for GMing this game, which worked really well postally.

Just the one comment, but yes, it does work well by post. It takes a fair bit of work, though, in doing the reports. I'm sure I got the interim scores wrong more than once, but went through it more than once (more than twice...) at the end to be sure I wasn't sending false signals.



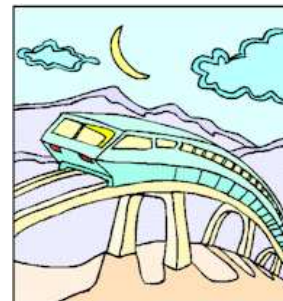
1861-E33

The silence of the train operators.

GAME OVER

1st	Lyndon Gurr	8,519	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%

Our last 18xx game in these pages, and no comments. Ah well, that's the way the cookie crumbles.





BATTLE! 5

Your Attribute research order is:
AMECSBDRPHX

ROUND 20

Research: Apache researches Range, Frogs researches Hover.

Repair: None.

New units: 1D {B}, 10E {A}.

Moves: Not too much movement this time, but 6E shifts to the right to get cosy with 3D.

Combat: 2B⇒1A (4 hits)
4C⇒3D (2 hits *)
7E⇒4C (8 hits, 1 Elite vs Defence, 1 Elite to target Move)
3F uses 1 Elite(d) to split its attack between 1A and 2A
3F⇒1A (4 hits)
3F⇒2A (2 hits, 1 Elite vs Defence)
6F⇒5A (6 hits) (* = destroyed)

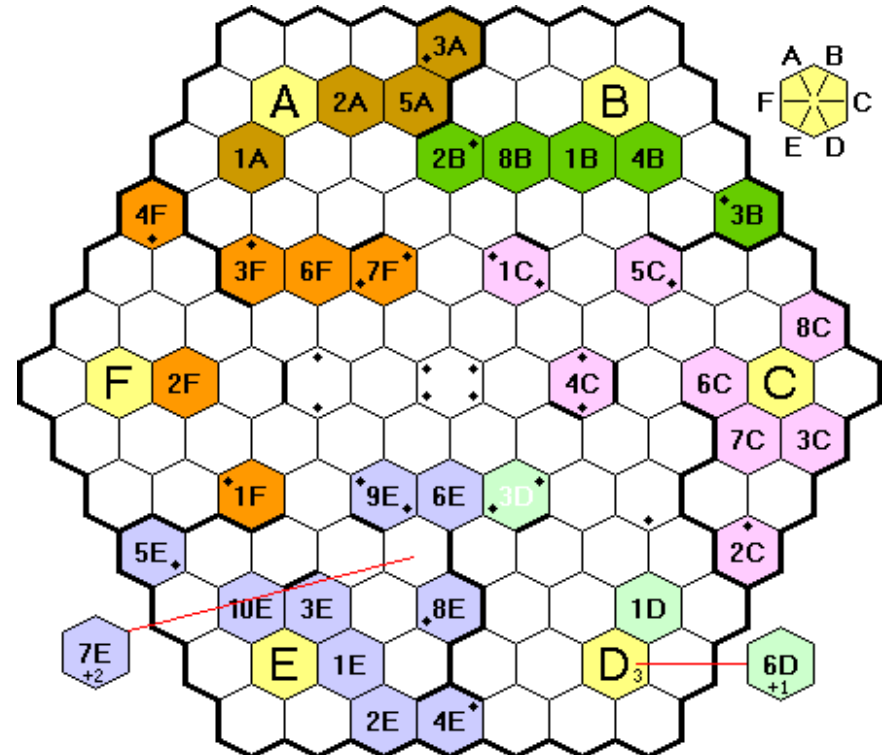
Builds: 4C builds a wall {E}, 3E builds a wall {A}, 4E builds a wall {B}.

Conversions: None.

Effalump had hoped to convert 3D to his own cause, but 4D had blasted it out of existence before he got the chance. Dream Machine remains in play, having been ignored by his neighbours this time.

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H	
Apache Pete Campbell	+ Range Level 8	11	1A	1										
			2A	2	1	2								
			◆3A	1	2									
			5A	3	1									
Banzai 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	0	0	0	0	0/0	0	3	3			
			8B	2										
Conflux Steve Ham	x Level 10	19	◆◆1C	1	2	1	1	0/0	0	0	1			
			◆◆2C	0	2	0	0	0/0	0	0	0	2		
			3C											
			◆◆4C	1	1	1	0	2/2	1	0	0	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		
			8C											
Dream Team Allan Stagg	x Level 10	3	1D											
			6D	0	0	0	0	0/0	0	0	1			
Base at 3	Double Damage													

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H
Effalump Marcus Pratt	x Level 10	20	1E	2	2	1	0	2/0	0	0	1	0	1
			2E	3	2	2	0	1/0	1	0	3	0	2
			3E	2	3	2	1	3/0	1	2	3	1	1
			◆◆4E	0	2	0	0	1/0	1	0	0	2	
			◆◆5E	0	2	0	0	0/0	0	0	0	2	
			6E	0	1	0	1						
			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	1/2	0	0	0	2	
			10E										
Frogs John Marsden	+ Hover Level 10	15	◆1F	1	2	2	0	0/0	1	2	0	1	
			2F	2	2	2	1	2/0	0	0	2		
			◆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		



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

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.

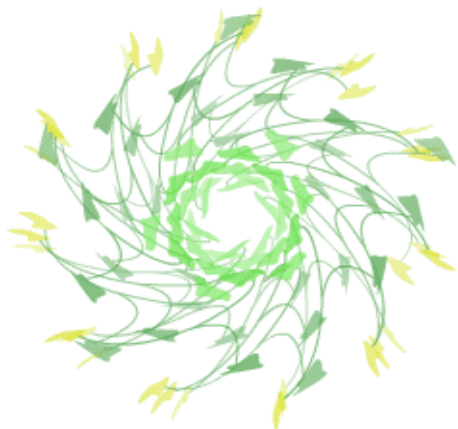
- William Jockusch	3.667	The rating system is: 5 points for a win 3 points for second 1 point for third
- Ken Boucher	3.359	
- Are-Harald Brenne	2.800	
- Pete Campbell	2.713	
- Rob Thomasson	2.702	
- Victor Cronshaw	2.520	
- Michael Graystone	2.254	
- John Colledge	2.097	
▼ Mick Haytack	2.088	
▲ Justin Rebelo	2.000	

✦ Completed games and winners:

Ingenious e1028	Dan Zacharias
1800 e1030 {1800-Q35}	Willem Moene

✦ New games and start dates:

None, although a new 1825 is likely to start, with the possibility of an Ingenious and another Puerto Rico. ✦



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
Dec 10	Fury of the Northmen 25
Dec 18	...mais n'est-ce pas la gare? 149
Dec 22	Devolution 99
Dec 30	Minstrel 379

WHO PLAYS WHAT

Pete Campbell . . .	Bat5
Steve Ham	Bat5
John Marsden	Bat5
Marcus Pratt	Bat5
Allan Stagg	Bat5
Mark Stretch	Bat5



