

# FOR WHOM THE DIE ROLLS

May 2014

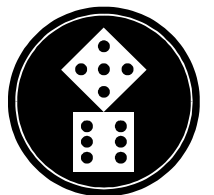
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Issue 214

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 #214, 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 #214. If you're not sure what to do at the end of May, you can do a lot worse than head over to the Hilton Birmingham Metropole hotel at the NEC for this year's UK Games Expo show, which is on from Friday May 30th to Sunday June 1st. The Friday is just a gaming day, with the trade halls open on the Saturday and Sunday. Visit [www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.uk) for more info.

**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 . . . . .	3.857	The rating system is:
▼ Ken Boucher . . . . .	3.317	
- Are-Harald Brenne . . . . .	2.833	5 points for a win
- Pete Campbell . . . . .	2.716	3 points for second
- Rob Thomasson . . . . .	2.702	1 point for third
▲ David Hilbert . . . . .	2.565	
▲ Victor Cronshaw . . . . .	2.529	
▼ Michael Graystone . . . . .	2.216	
▲ John Colledge . . . . .	2.124	
- Mick Haytack . . . . .	2.088	
- Justin Rebelo . . . . .	2.000	

★ Completed games and winners:

Acquire e1037 (Special Powers) . . . . .	John Colledge
Acquire e1038 . . . . .	John Colledge
Carcassonne e1039 . . . . .	Willem Moene

★ New games and start dates:

Acquire e1044 . . . . .	Apr 26
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**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 . . . . .	3.337	
- Pete Campbell . . . . .	3.081	
- 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
Apr 10	Devolution 101
Apr 16	Variable Pig 144
Apr 18	...mais n'est-ce pas la gare? 153, Minstrel 383
Apr 26	Ode 350

**WHO PLAYS WHAT**

Pete Campbell . . .	Battle! 5
Steve Ham . . . . .	Battle! 5
Marcus Pratt . . . . .	Battle! 5
Mark Stretch . . . . .	Battle! 5





**BATTLE! 5**

Your Attribute research order is:  
AMECSBDRPHX

**ROUND 26**

Research: *Apache* researches Power.

New units: 1B (D).

Moves: Some moves didn't make sense, until I realised that some people may have looked at the first of the two reports in the last issue of the zine. The latest position will be in the second of those reports. It is also a good idea to take a close look at where the walls are. You can't move units through them...

Combat: 2A+5A⇒2B {10 hits \*}  
6C⇒6F {10 hits \*}  
3E⇒4C {2 Elite vs Defence, 20 hits} (\* = destroyed)

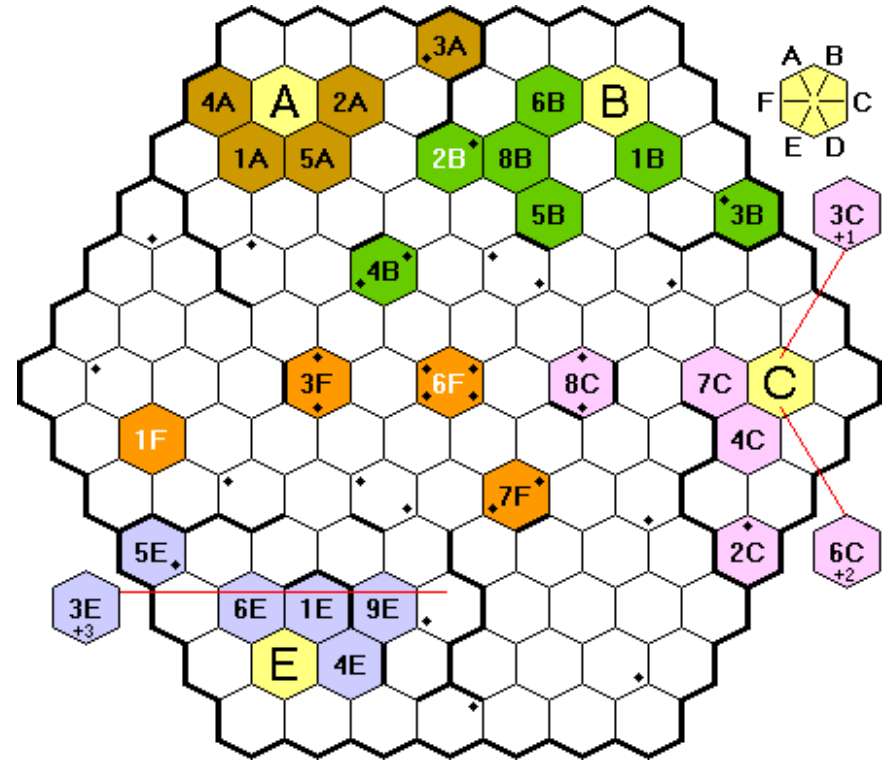
Builds: None.

Conversions: None.

The remaining *Frogs* units lose attributes at the end of the round. 1F dies as a result.

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H	
<i>Apache</i> Pete Campbell	+ Power Level 9	12	1A	1	1	1	1	1/0	1	1	1			
			2A	2	2	1	2	0/0	1	1	2			
			◆3A	1	2									
			4A	2	1	1	1	1/0	1	1	1			
			5A	3	1	2	1	0/0	0	0	2			
<i>Banzai</i> Mark Stretch	✕ Level 9	14	1B											
			◆3B	1	1									
			◆◆4B	3	3	1	1	0/0	0	3	3			
			5B	2	2	0	0	2/0	0	2	4			
			6B	3	2	1	0	0/0	0	3	3			
8B	2	2	0	0	0/0	0	1							
<i>Conflux</i> Steve Ham	✕ Level 10	14	◆◆2C	0	2	0	0	0/0	0	0	0	2		
			3C	0	2	0	0	0/0	0	0	0	0	1	
			4C	2	2	0	0	0/0	0	0	1			
			6C	5	3	3	1	1/0	1	1	6	1	2	
			7C	0	2	1	0	0/0	0	0	0	1		
◆◆8C	0	1												
<i>Dream Team</i> Allan Stagg	{Sixth}	-												
<i>Effalump</i> Marcus Pratt	✕ Level 10  Double Damage	13	1E	2	2	2	0	2/0	1	0	2	0	1	
			3E	5	5	3	1	3/0	1	5	6	1	3	
			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									
9E														

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H
<i>Frogs</i> John Marsden	{Fifth}	-	3F 7F										



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



**BATTLE! 5**      Your Attribute research order is: AMECSBDRPHX      **ROUND 27**

Research: *Apache* researches Hover.

New units: None.

Moves: Internal moves only, seeking out power hexes or going home to be adjacent to the base.

Combat: 6B⇒5A (2 hits, 4 blocked)  
3E⇒6C (1 Elite vs Defence, 1 Elite to target Attack, 1 Elite to target Range, 4 hits on Attack, 4 hits on Range, 12 other hits)

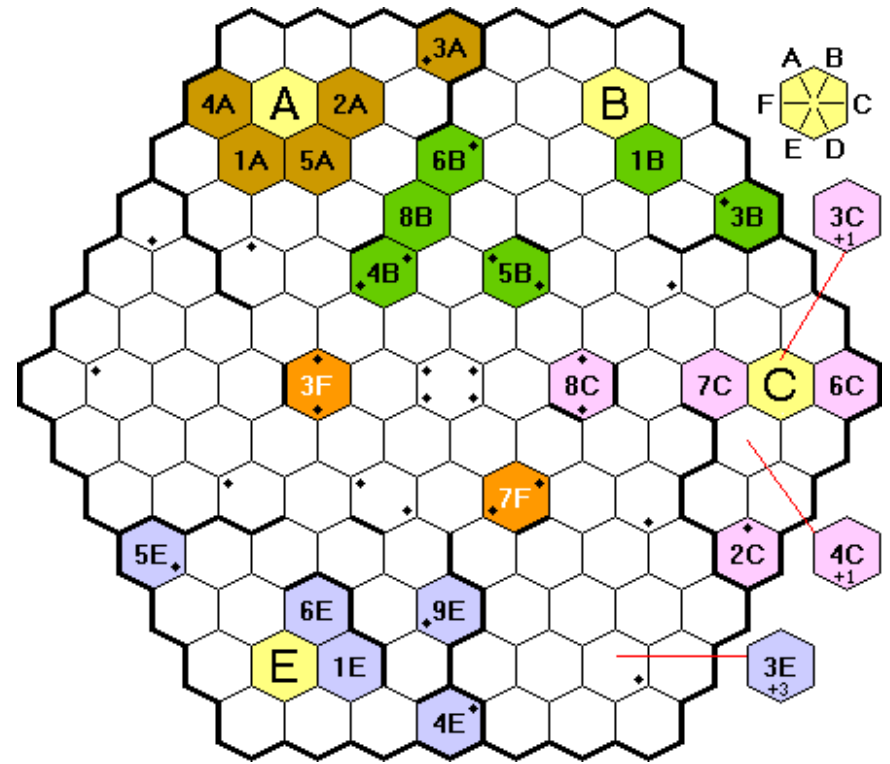
(\* = destroyed)

Builds: 1E builds a wall {B}, 4E builds a wall {C}.

Conversions: None.

The remaining *Frogs* units lose attributes at the end of the round. 3F and 7F die as a result.

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H	
<i>Apache</i> Pete Campbell	+ Hover	12	1A	1	1	1	1	1/0	1	1	1			
	Level 10		2A	2	2	1	2	0/0	1	1	2			
			◆3A	1	2									
			4A	2	1	1	1	1/0	1	1	1			
			5A	3	1	2	1	0/0	0	1	1			
<i>Banzai</i> Mark Stretch	✗	16	1B	1	1	0	0	0/0	0	3	3			
	Level 9		◆3B	1	1									
			◆◆4B	3	3	1	1	0/0	0	3	3			
			◆◆5B	2	2	0	0	2/0	0	2	4			
			◆6B	3	2	1	0	0/0	0	3	3			
<i>Conflux</i> Steve Ham	✗	14	◆◆2C	0	2	0	0	0/0	0	0	0	2		
	Level 10		3C	0	2	0	0	0/0	0	0	0	0	1	
			4C	2	2	0	0	0/0	0	0	4	0	1	
			6C	0	2	2								
			◆◆7C	0	2	1	0	0/0	0	0	0	1	1	
<i>Dream Team</i> Allan Stagg	(Sixth)	-												
<i>Effalump</i> Marcus Pratt	✗	16	1E	2	2	2	0	2/0	1	2	2	0	1	
	Level 10		3E	5	5	3	1	3/0	1	5	6	1	3	
			◆◆4E	0	2	0	0	2/0	1	0	0	2		
	Double Damage		◆◆5E	0	2	0	0	0/0	0	0	0	2		
			6E	0	1									
	◆◆9E	0	1	0	0	0/0	0	0	0	2				
<i>Frogs</i> John Marsden	(Fifth)	-												



I sense a little battle weariness creeping in on some fronts. Don't forget that anyone is welcome to propose an end-game proposal. Any such proposal is voted on at the start of the following round. It requires a unanimous vote in favour to be carried. If someone fails to vote it counts as a no vote, but if the same proposal is resubmitted, and future missing votes count as yes votes.

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

**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**

**Battle! 5 - May 16th and June 6th**

Future deadline: Battle! 5 - June 20th and July 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.

