

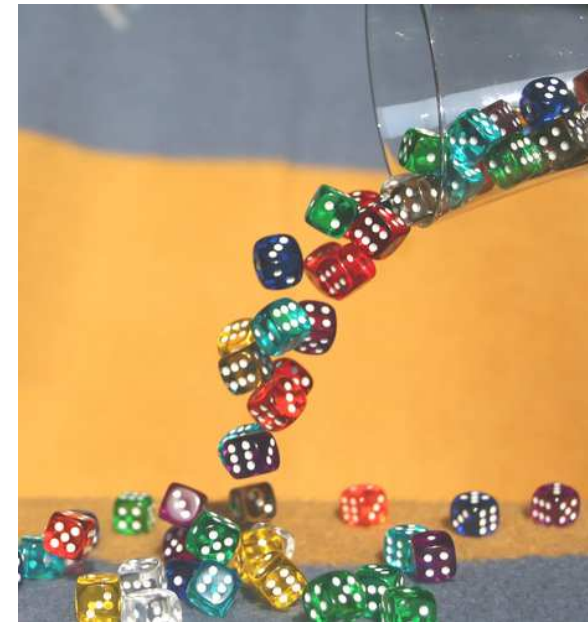
FOR WHOM THE DIE ROLLS

June 2014

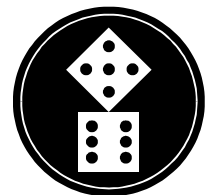
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Issue 215

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 #215, 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 #215. This is the final issue, as the Battle! game has come to a close. I am very happy to have been able to complete all of the games rather than call time just to finish the zine.

A late thought came to me, suggesting that one more issue would have been appropriate, to close on issue 216, being 6 cubed. But it's not all about the dice, so I'm not going to drag it out any further.

I was debating whether to finish with a history of the zine, but decided to keep it simple. Any remaining trades are, of course, cancelled, but thanks to those who stuck with me as the zine dwindled.

Thanks also to the players, without whom there would be no point in doing this at all. Some of you have moved over the web games, which I continue to run via email. I am not so interested in setting up online games that run by themselves, as my only input once they are running is fixing problems. That doesn't sound like too much fun to me.

I will have plenty of things to keep my busy, don't worry on that score. I have been building up a database of my games, because while I had a pretty good handle on what I owned, I didn't always know exactly where to find everything. With relatively few left to do, the total is going to top 5,000 - although I should point out that each expansion and single card promo gets it's own entry, so that total is somewhat inflated. But it is a sobering thought.

Even more sobering is that I have a short list of games that I know I own that are not in the database, and are not in the area left to do, so where are they? I can see me checking each box against the database to be sure that everything got recorded. That won't be a five minute job...

Then there is Tring U3A. The U3A is a local organisation for retired people that gives them the opportunity to learn from their peers. We have over 30 groups varying from languages through technology to art. I have the dubious pleasure of being Chairman this year, and what with constitutional rewrites, new bank accounts and registering with the Charities Commission, there's a fair bit to do.

I am now involved in helping with the organisation and running of UK Games Expo now that I no longer exhibit there. I still attend GenCon and the Essen Game Fair, and TringCon is still happening twice a year.

No wonder I am having trouble finding the time to get more games onto the web site. But that is always on my mind, so now that the zine has had its day, perhaps we will meet at a convention or over the Internet. Whatever you do, enjoy your games.

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	3.857
- Ken Boucher	3.238
- Pete Campbell	2.719
- Rob Thomasson	2.702
- David Hilbert	2.617
- Victor Cronshaw	2.529
- Are-Harald Brenne	2.429
- Michael Graystone	2.198
- John Colledge	2.170
- Mick Haytack	2.110
- Willem Moene	2.010
- Justin Rebelo	2.000

The rating system is:
5 points for a win
3 points for second
1 point for third

✦ Completed games and winners:

1870 e1011 {1870-Q34}	Randall Nelson
Ra e1027	Mike Head
Puerto Rico e1031	David Hilbert
Princes of Florence e1041	Mick Haytack
Ingenuous e1042	Dan Zacharias

✦ New games and start dates:

Puerto Rico e1046	May 5
Carcassonne e1047	May 11
1825 e1048 {1825-J36}	May 20





BATTLE! 5
Your Attribute research order is:
AMECSBDRPHX
ROUND 28

Research: None.

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

Moves: *Conflux* moves closer to *Effalump*, only to find his targets moving away from him and out of his range.

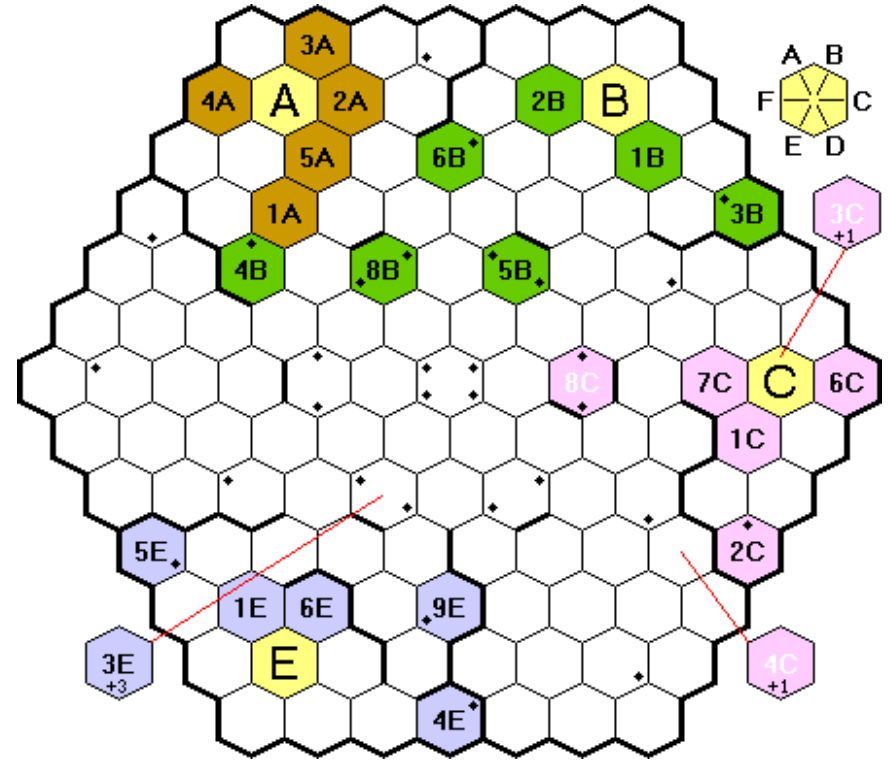
Combat: 1A⇒4B (4 hits blocked)
 2A+5A⇒6B (6 hits, 4 hits blocked)
 4B⇒1A (4 hits, 2 hits blocked)
 5B+6B⇒5A (10 hits)
 3E⇒8C (4 hits *)
 3E⇒3C (4 hits *)
 3E⇒4C (12 hits *)

(* = destroyed)

Builds: None.

Conversions: None.

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H	
<i>Apache</i> Pete Campbell	✗ Level 10	11	1A	2	1	1	1	1/0	1	0	1			
			2A	2	2	1	2	0/0	1	1	2	1	1	
			3A	1	2									
			4A	2	1	1	1	1/0	1	1	1	1	1	1
			5A	1										
<i>Banzai</i> Mark Stretch	✗ Level 9	17	1B	4	2	0	0	0/0	0	3	3			
			2B											
			◆3B	1	1									
			◆4B	3	3	1	1	0/0	0	3	3			
			◆◆5B	2	2	0	0	2/0	0	2	4			
			◆◆6B	2	1	0	0	0/0	0	2	1			
<i>Conflux</i> Steve Ham	✗ Level 10	12	1C											
			◆◆2C	0	2	0	0	0/0	0	0	0	2		
			6C	2	2	2	0	0/0	0	0	2	0	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	✗ Level 10	16	1E	2	4	2	1	2/0	1	2	4	1	1	
			3E	5	5	3	1	3/0	1	5	6	1	3	
			◆◆4E	0	2	0	0	2/0	1	0	0	2		
			◆◆5E	0	2	0	0	0/0	0	0	0	2		
			6E	0	1									
<i>Frogs</i> John Marsden	(Fifth)	-												



Effalump splits his shots from 3E carefully, doing just enough to destroy three *Conflux* units.

We have a game end proposal. A nice and simple one - a win for *Effalump*. I'll take it that the three remaining players are taking joint second on this vote.

Please vote Yes or No with your next orders. The vote will be counted at the start of the next round. Any abstentions will count as No votes. Any No votes mean that the proposal is defeated and we continue.

Orders required Attribute order: AMECSBDRPHX

Production, Moves, Combat, Builds and Conversions for round twenty nine



BATTLE! 5

Your Attribute research order is:
AMECSBDRPHX

GAME OVER

The game end proposal - a win for Marcus - was accepted unanimously, so we are done and dusted. Final positions were:

- 1st Marcus Pratt
- 2nd= Pete Campbell / Steve Ham / Mark Stretch
- 5th John Marsden
- 6th Allan Stagg

Marcus does have a good hold on the strategy for this game, having won three of the five we have run in these pages.

Marcus Pratt (1st): Due to the order of the attributes, I thought it would be possible to go down the second turn research path, and have walls up to prevent retribution from Range equipped neighbours. Allan had agreed an alliance, so I quietly developed in my sector. The others had started colliding, so things were looking up. As I started my attack on John, Allan got Explosives. Sadly Allan thought this would be a good time to try out his new guns on me. Hastily agreeing terms with John, I enlisted Steve and we all united against the common threat. Once Allen was neutralised, Steve and I started sparring. I managed to keep him below 20 pts, while getting there myself. John took this opportunity to launch an attack, which ended badly for him. Trying to build a decent unit with Steve sniping from extreme range was interesting, but when Steve mistimed his return to base to buff up his killer unit, it was all over. Thank you to Keith for this, and all the other games you have run over the years.

Steve Ham (2nd=): Thanks very much for running the Battle! game. I have long since come to the conclusion that Marcus is so much better than the rest of us in this game that the only strategy that stands a chance of success is to take him on early. Unfortunately nobody seemed interested in doing this in this game. John and I did eventually reach an agreement but, despite having the benefit of surprise, I was too cautious in backing up John, in part due to the mistakes I'd made bumping into Mark a few times. Marcus's riposte to knock John out was masterly and over the next few rounds his attack on my units was "precision-firing" at its best. I really enjoy Battle! and it is a shame that despite Keith's attempts he never got a 12 or 10 player-game going.

Indeed, very well done to Marcus. His strategy of turtling and building up his forces rather than reaching out to his neighbours worked well, and was clearly a good thing to do.

The hardest thing I find in these games is choosing the attribute order at the beginning. There is a temptation to just go for what has been used before, but that loses one of the key aspects of the game, and what helps to make each game different. I know that other attributes have been tried out elsewhere - Tunnelling, for example - but I was never brave enough to try a game with that in it. One reason is the issues you get trying to present the current state of play, although I think that the off-board displays for hovering units worked well, once I realised that they should always be shown this way even if nothing was below them. Who knows, this is a game that should work well by email, running one phase at a time, so it could find its way onto the web site one day. ☒

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	3.079	
- Marcus Pratt	2.947	
- 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
May 8	Fury of the Northmen 29
May 22	...mais n'est-ce pas la gare? 154, Minstrel 384
May 23	Devolution 102
Jun 4	Variable Pig 145
Jun 6	Ode 351
Jun 12	Fury of the Northmen 30
Jun 19	...mais n'est-ce pas la gare? 155



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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