

# FOR WHOM THE DIE ROLLS

April 2013

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Issue 201

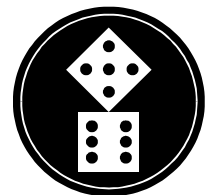
This page has been added to the PDF copy so that reports that appear on facing pages in the paper copy are shown side-by-side.



The original co-operative game



£1.50



INSIDE STORY

This is FOR WHOM THE DIE ROLLS #201, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £2.00 (including postage).

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START

Welcome to issue #201. Many thanks for the congratulations on reaching 200 issues.

The four games that ended last time have had a dramatic effect on the zine, cutting 8 pages and making it the smallest issue since issue 5.

I mentioned last time that I was going to start recording compilation albums once I got the end of the alphabet for artist albums, and that is well under way. I've come across another collection from Stiff Records, demonstrating their quirky approach to the market. Called 'Hits Greatest Stiffs', the front cover has the byline 'Contains no hit single whatsoever', but it does include Roogalator's Cincinnati Fatback. Other comments on the album include this, referring to *Leavin' Here* by *Motorhead*.

*Never-issued single due to long boring problems we don't want to talk about any more. We rushed in where others fear to tread and screwed up as much as anybody else.*

You can sense a situation there where somebody didn't read their contract closely enough, or at all. I must admit, I probably preferred the previous album to record, "Hello Children... Everywhere". *Tubby the Tuba*, *Teddy Bears' Picnic*, and the HS2 theme tune, *The Railway Runs Through the Middle of the House*. ⚡



1829-A30

The end of a classic game.

GAME OVER

1st	Rob Thomasson	10,008	26.1%
2nd	John Shelley	9,031	23.6%
3rd	Lionel Robbins	8,311	21.7%
4th	Pete Campbell	7,059	19.6%
5th	John Boocock	3,455	9.0%

Lionel Robbins (3rd): Outplayed by Rob and John particularly in "that stock round". Very instructional. Thank you all for the game.

Someone asked on a forum whether anyone played 1829 any more. They were clearly not aware that the game continues to draw interest for postal games at least. ☒



1830-S32

Shell-shocked, perhaps?

GAME OVER

1st	Adam Romoth	1,406	33.7%
2nd	Willem Moene	1,386	33.2%
3rd	John Shelley	1,118	26.8%
4th	Don Smith	268	6.4%

Nobody felt the need to comment on this one, so I'll just say thanks for the game. ☒



1856-E31

Another 1856 victory for Rob.

GAME OVER

1st	Rob Thomasson	7,451	24.7%
2nd	Mark Frueh	7,067	23.4%
3rd	John Shelley	6,713	22.2%
4th	Adam Romoth	6,243	20.7%
5th	Don Smith	2,734	9.1%

Mark Frueh (2nd): I thought this was an excellent 1856 game for the most part. I am glad to have come in second place. I believe I could have done better with more planning and anticipation of what the CV and BBG companies might pull off in terms of tile lays. I have no one but myself to blame for that. I know that my CGR management was poor and most certainly should have been better.

Rob Thomasson played a typical masterful game throughout and quite rightly deserved the win. Well done indeed... John Shelley and Adam Romoth played a grand game also and they almost toppled me in terms of their train operation growth. Don Smith should be congratulated for his unflagging spirit and play of an unenviable position. I like 1856 for the amount of uncertainties and unexpected rapid changes which can take place. I am most mournful of the decline of For Whom the Die Rolls - by far the best 18xx zine in the world. My thanks and gratitude to Keith for his commitment and dedication.

Rob does seem to do well at 1856, although by his own admission it is not quite clear why this is. I have found that when you're in such a position, it might be best not to analyse it too deeply. If you think you know how to repeat the success, you might find it decides to elude you from then on! ☒





**1825-X31**

One more minor company is floated.

**OR17 - SR10**

OR17	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	44:L10:2	-	430	Yes	230▲	10	4 U3
Mid	MH	-	-	160	Yes	112▲	10	U3
NER	WM	-	-	190	Yes	126▲	230	5
NBR	JS	14:I13:2	-	670	Yes	320▲	30	7 5 4
Cal	JS	3:F4:4	9:D8:2	360	Yes	126▲	260	-
L&YR	LR	7:M13:4	-	650	Yes	300▲	200	6 6 3T
GNR	MH	-	-	410	Yes	180▲	110	7 5
GCR	LR	47:N16:2	-	350	Yes	160▲	160	5 3T
GSWR	JS	12:F4:4	-	220	Yes	112▲	660	5 4 4
FR	LR	-	-	240	Yes	180▲	18	5
M&C	JS	41:I5:4	-	90	Yes	180▲	134	3T

- Notes: ① 100 to the bank for a token in H6  
 ② 240 to the bank for terrain costs  
 ③ 100 to the bank for terrain costs  
 ④ 20 to the Caledonian for two '4' trains

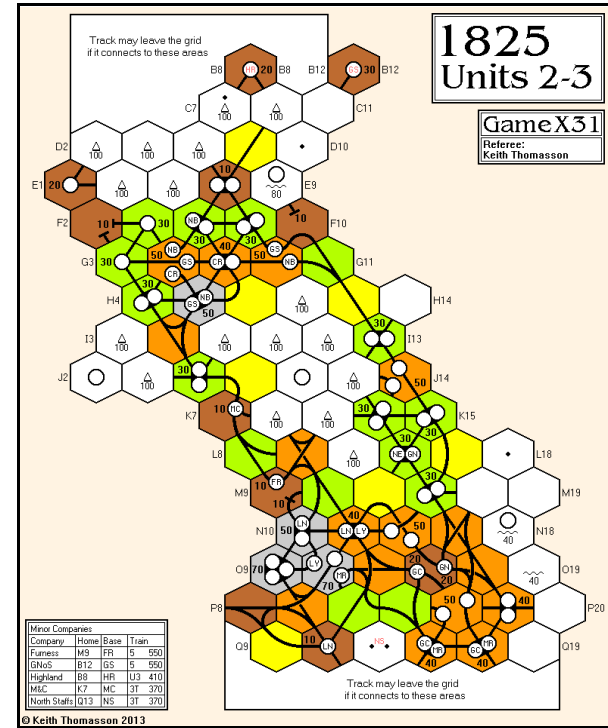
Stock Round 10

Willem	Mike	(John Boocock)	Lionel	John Shelley
✗	✗	✗	- 1 GCR + FR new	- 5 Caledonian {Dir to John B} + GSWR new
✗	✗	✗	- 1 GCR + FR new	+ GNoS Dir {180}
✗	✗	✗	✗	+ GSWR new
✗	✗	✗	✗	+ GSWR new
✗	✗	✗	✗	✗
<i>Priority for SR11</i>				

Cash Flow	b/f	OR17	SR10	c/f	Value	%	Certs
Lionel Robbins	1,606	1,078	-248	2,436	6,806	28.1▼	18
John Shelley	1,515	906	-291	2,130	5,810	24.0▼	18
Willem Moene	991	465	0	1,456	4,077	16.8▼	18
Mike Hutton	945	751	0	1,696	5,366	22.1▲	18
(John Boocock)	909	224	0	1,133	2,181	9.0▼	5

Tiles		Tile number/Availability											Three Operating Rounds between Stock Rounds																																												
1/2	2/2	3/2	4/4	5/4	6/4	7/3	8/8	9/7	55/2	56/2	69/2	114/1	115/1	12/3	13/1	14/2	15/-	16/2	17/1	18/2	19/3	20/1	21/1	22/1	23/4	24/3	25/-	26/2	27/1	28/3	29/3	30/1	31/1	52/4	33/1	34/1	38/2	39/3	40/2	41/2	42/3	43/2	44/2	45/-	46/-	47/2	63/-	64/-	65/1	66/1	67/1	68/1	118/1	119/1	49/-	50/-	51/-

Portfolio	Privates	LNWR	Mid	NER	NBR	Cal	L&YR	GNR	GCR	GSWR	FR	M&C	GNS	
Lionel Robbins	-	5D	-	-	1	-	7D	-	5D	-	8D	-	-	
John Shelley	-	-	-	-	8D	-	-	-	-	10D	-	4D	4D	
Willem Moene	C&HP	-	5	9D	-	2	2	-	-	-	-	-	-	
Mike Hutton	-	3	5D	-	1	-	1	10D	-	-	-	-	-	
(John Boocock)	L&M	2	-	-	-	3D	-	-	-	-	-	-	-	
Bank (new)	-	-	-	1	-	-	-	-	3	-	2	6	6	
Price (new)	-	100	82	82	76	76	71	71	71	67	142	126	180	
Bank (pool)	A&F	-	-	-	-	-	-	-	-	-	-	-	-	
	TWW	-	-	-	-	-	-	-	-	-	-	-	-	
	S&D	-	-	-	-	-	-	-	-	-	-	-	-	
Price (pool)	-	230	112	126	320	126	300	180	112	180	180	180	180	
Company credit	-	10	10	230	30	260	200	110	160	660	586	134	170	
Tokens	-	1	1	3	-	2	2	2	1	-	-	-	-	
Trains	-	4 U3	U3	5	7 5	-	6 6	7 5	5 3T	5	5	3T	5	
	-	-	-	-	4	-	3T	-	-	4 4	-	-	-	
Bank cash:	6,149		Certificate limit: 18										Trains: None	



Orders required for the following rounds *By the early deadline*  
 OR18, OR19



1861-E33

A 57 tile, sir?  
They're out of stock...

OR8 - MR4

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
E	DS	-	-	-	-	110C	16	-	3
KK	LG	58:F13:3	-	130	Half	-	120D	135	3
KR	LG	7:D15:6	-	170	Half	①	100E	115	4
MNN	DS	8:M8:6	-	110	Half	②	110E	4	1
SPW	MH	207:A4:2	-	120	Half	-	70G	105	3
GRR	JS	25:H11:6	9:I10:2	290	Yes	③	180B	198	4
SW	PC	9:F17:2	28:G16:1	250	Yes	③ ④	165D	98	4
RSR				170	No	⑤	70	-	4

- Notes: ① 40 to the bank for terrain costs  
 ② 1 loan redeemed  
 ③ 20 to the bank for a second tile lay  
 ④ 350 to the bank for a '4' train  
 ⑤ 2 loans redeemed

Merger Round 4

KK converts into the NW - Lyndon buys 3 more shares, Mike buys 1 share

Cash Flow	b/f	OR8	MR4	c/f	Value	%	Certs
Mike Hutton	441	129	-120	450	1,010	20.2	5
Lyndon Gurr	361	175	-360	176	1,161	23.2	6
Pete Campbell	156	125	0	281	1,106	22.1	4
John Shelley	248	112	0	360	1,065	21.3	3
Don Smith	20	75	0	162	662	13.2	3

Portfolio	Privates	KR	MNN	SPW	E	GRR	NW	SW	RSR
Mike Hutton	TSR WVR	-	-	2D	-	1	1	-	-
Lyndon Gurr	-	2D	-	-	-	-	5D	1	-
Pete Campbell	-	-	-	-	-	-	-	5D	-
John Shelley	-	-	-	-	-	3D	-	1	-
Don Smith	MYR	-	2D	-	2D	-	-	-	-

Bank (new)	-	-	-	-	6	4	4	-
Bank (pool)	-	-	-	-	-	-	-	-
Price	110E	110E	70G	110C	180B	120D	165D	-
Company credit	115	4	105	16	198	615	98	70
Loans	-	1	-	-	-	-	-	-
Tokens	-	-	-	1	2	1	-	-
Trains	4	3	3	3	4	3	3	4

Bank cash: 12,350 Certificate limit: 15 Trains: 4 x '5', 2 x '6'  
 Current operating order: KR, MNN, E, SPW, GRR, SW, NW, RSR

Tiles	Tile number/Availability						Two Operating Rounds between Stock Rounds								
3/2	4/4	5/1	6/2	7/3	8/3	9/3	57/-	58/3	201/3	202/3	621/1	14/2			
15/1	16/2	17/2	18/2	19/2	20/2	21/2	22/2	23/3	24/1	25/3	26/2	27/2			
28/1	29/2	30/2	31/2	87/2	88/-	204/1	207/2	208/2	619/1	622/2	624/1	625/1			
626/1	635/-	637/-													

⊛ Yellow track tiles are unlimited

1861

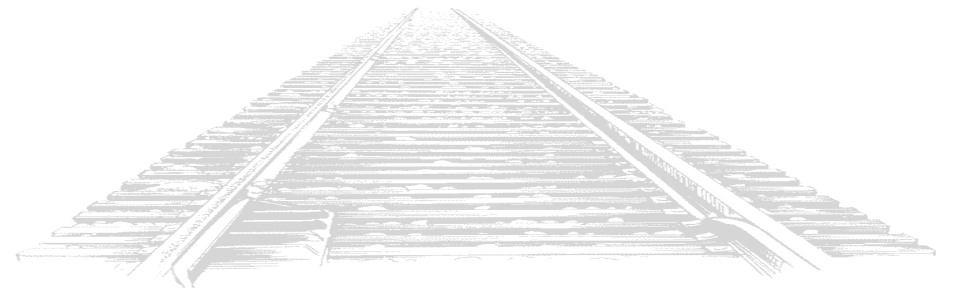
Game E33  
Referee:  
Keith Thomasson

⊙ 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 round *By the early deadline*

SR5



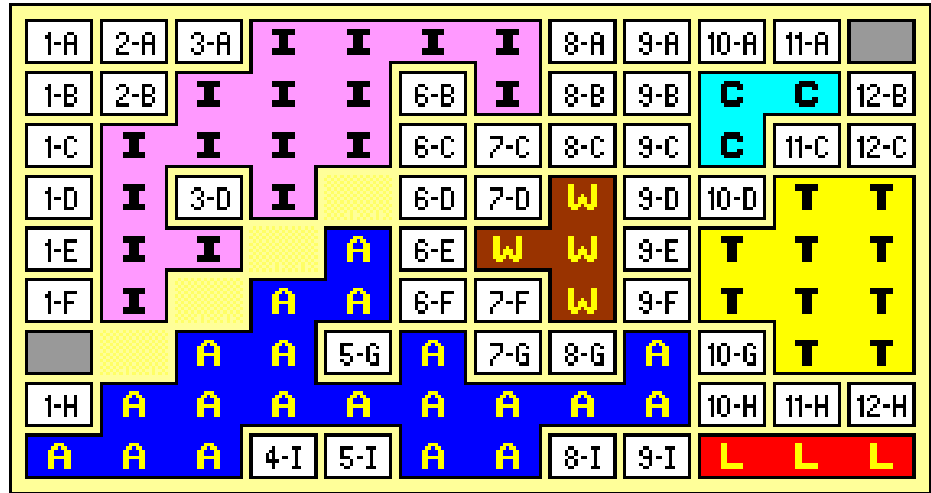


**ACQUIRE 59**

We're building up to a merger or two.

**ROUND 9**

Tony 2-E [Dead tiles: 2-G 3-F] No purchases.  
 Colin 7-A Buys 1 Luxor @ 200, 2 American @ 800.  
 Lyndon 8-D Buys 3 Imperial @ 900.  
 Michael 10-E Buys 3 Tower @ 600.  
 John 1-I No purchases.  
 Tony 10-I No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Lyndon Gurr	4	-	-	4	8	11	3	1,100	29,800
Michael Graystone	-	6	-	-	-	2	-	19,400	30,000
John Colledge	-	4	11	-	1	6	3	300	31,000
Tony Wilcock	-	-	3	-	-	-	4	3,900	18,900
Colin Sharpe	1	5	11	-	-	1	1	-	24,000
Bank Stock	20	10	-	21	16	5	14		
Chain Size	3	10	20	-	4	3	17		
Chain Value	300	600	800	-	500	500	900		

Playing sequence  
 Colin, Michael, John, Tony, Colin again

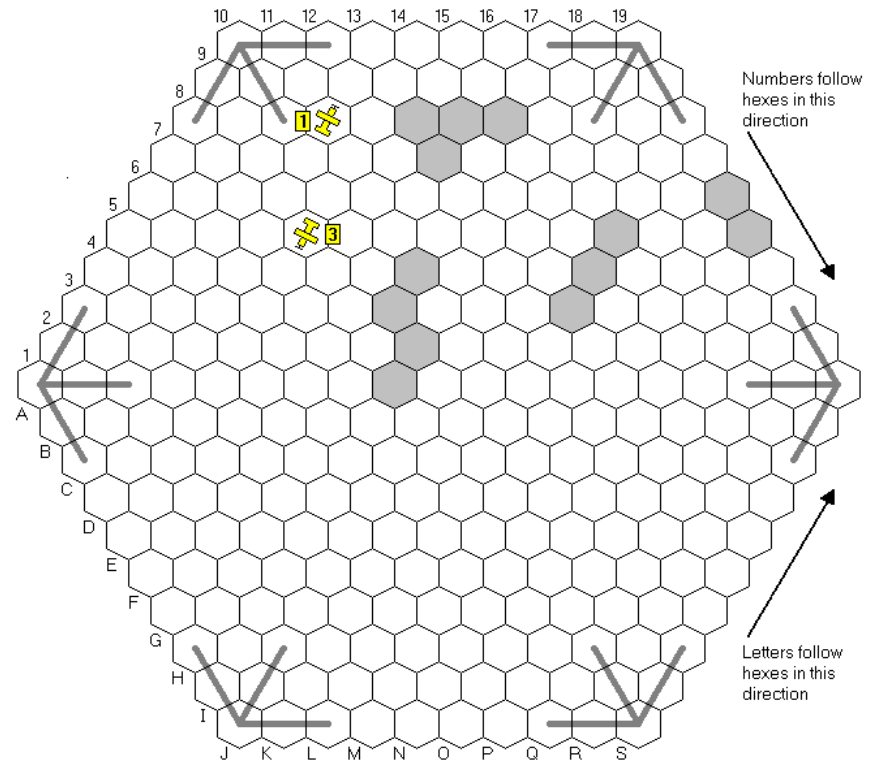


**SOPWITH T353FW**

Wizard Prang pulls off a wizard move.

**ROUND 28**

Pilot	Starts	Moves	Ends	A:D:P
1 <i>The Brown Baron</i> ♠ Michael Graystone	D8-NE	A-fL, A-fL, A-fA (2 kills) (Airfield: A1)	D11-NE	08:11:41
3 <i>Wizard Prang</i> Jim Reader	C9-NE	RT, RT, RT (Airfield: J19)	E9-SW	11:05:00



Wizard Prang pulls a sharp turn to the right, crossing right across the nose of *The Brown Baron* while he was firing to the left. The match is not over yet. The clouds moved east.



**BATTLE! 5**

Your Attribute research order is:  
AMECSBDRPHX

**ROUND 11**

Research: *Effalump* researches Hover.

New units: 7A {E}, 1B {E}, 2B {D}.

Moves: Just some general shuffling around. Nobody got caught next to an enemy unit during the moves.

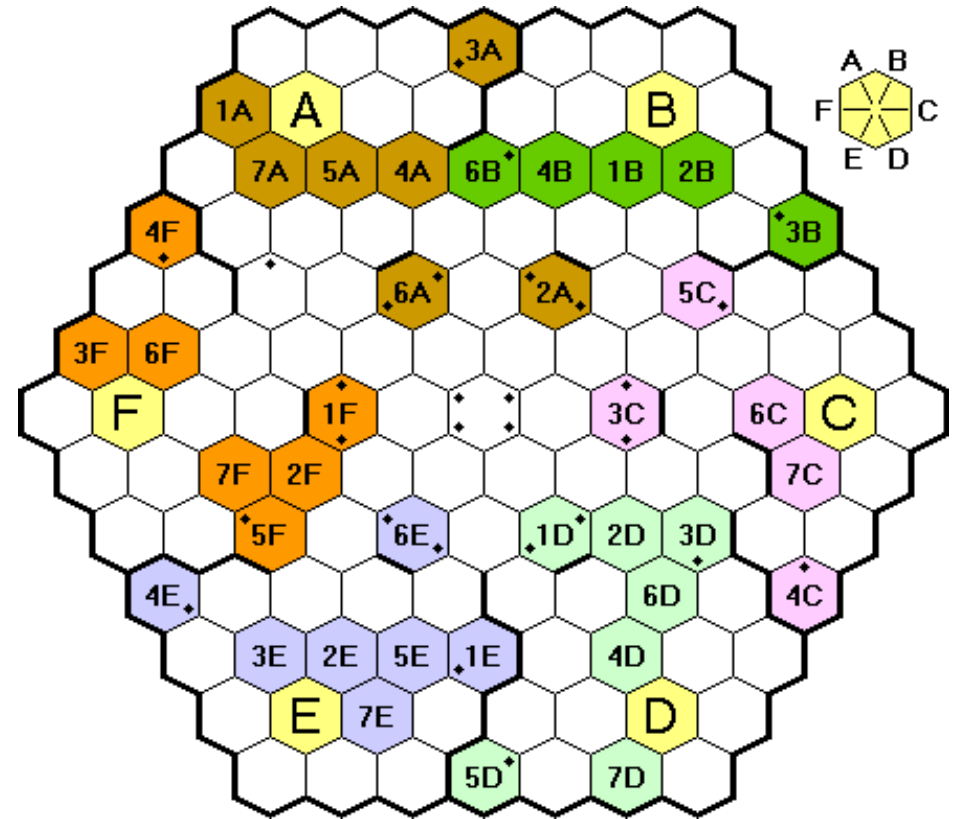
Combat: None. (\* = destroyed)

Conversions: None.

Builds: 7C builds a wall {F}.

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H		
<i>Apache</i> Pete Campbell	✘ Level 6	16	1A	2	3	1	1	1/0	1						
			◆◆2A	2	2										
			◆5A	1	2										
			4A												
			5A	3	2	1	1	2/0	1						
			◆◆6A	3	2	1	1	1/0	1						
			7A												
<i>Banzai</i> Mark Stretch	✘ Level 9	12	1B												
			2B												
			◆3B	1	1										
			4B	2	2	0	1	0/0	0	0	4				
			◆6B												
<i>Conflux</i> Steve Ham	✘ Level 9	16	◆◆◇3C	3	3	1	0	0/0	0	0	1	2			
			◆4C	0	2										
			◆◇5C	0	2	0	0	0/0	0	0	0	2			
			6C	2	2	0	0	1/0	1	0	1				
			7C	0	1	1	0	1/0	1						
<i>Dream Team</i> Allan Stagg	✘ Level 10	16	◆◆1D	0	1										
			2D	3	3	1	0	1/0	0	3	2	0	1		
			◆3D	1	2	0	0	0/0	1	0	0	1			
			4D	1	2	0	0	2/0							
			◆◇5D	0	2	0	0	0/0	0	1	0	2			
			6D	0	1	0	0	1/0							
			7D	1	1	0	0	0/0	0	1					
<i>Effalump</i> Marcus Pratt	+Hover Level 10	16	◆1E	2	2										
			2E	2	2	0	0	1/0	1	0	1				
			3E	2	1	2	1	1/0	1	1	1				
			◆4E	0	2										
			5E	0	1	0	0	1/0							
			◆◆◇6E	2	2	1	1	1/0	1	1	1	2			
			7E	3	2	1	1	1/0	1	1	2				

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H	
<i>Frogs</i> John Marsden	✘ Level 8	15	◆◆1F	1	2									
			2F	0	2	1	0	2/4	1	1				
			3F	2	1	1	1	2/2	2					
			◆4F	0	1									
			◆5F	3	2	1	1							
			6F	0	1									
			7F	1	1	1	1	2/3	2	2				



I suspect a couple of clarifications may be necessary. Having Storage attributes does not give you power to pass to other units for growth, you also need power points stored in your battery, so to speak. Having Build attributes is likewise insufficient to build walls. You also need stored power to spend, 2 points for each wall you want to build. These attributes give you the relevant abilities, but you need power to actually use those abilities.

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



**BUS BOSS 333-CRO**

The positions remain the same to the end.

**ROUND 12**

Croydon

Round 12 Runs

		BRACE	CAR	GRUB	TEAR	BUM	
45	A♠ Football Ground	① CAR	13	-4			9
	7♦ Penge	② TEAR	6				6
		② BUM	6	+3/-4			5
		② BRACE	5		+4		+4/-3 10
46	4♣ Sanderstead	① TEAR	16		+5/-4	+3	20
	Q♣ South Norwood	② GRUBBY	7		+4/-5	+4	10
		② BUM	7		-4	-3	0
47	J♥ Carshalton Ponds	① CAR	20	+6/-6			20
	3♣ Peckham	② BRACE	10		+6/-6		10
48	Q♣ Central Croydon	① BRACE	20				20
	9♦ Bromley	② TEAR	10				10
49	Q♦ West Croydon	① BUM	16		-7		9
	3♠ Warlingham	② GRUBBY	7		-2	+7	12
		② CAR	7				7
		X TEAR			+2		2
50	2♦ Forest Hill	① BRACE	16	+6	+3/-4		21
	5♠ Selsdon	② CAR	9	-6			3
		③ TEAR	5	+4/-3			6
51	2♥ Banstead	① BUM	15	-3		+5	17
	8♠ Addington Village	① GRUBBY	15	-3			-5 7
		X BRACE			+3		+3 6
52	10♥ Carshalton	① GRUBBY	10		+3		13
	4♣ Brixton	① CAR	10				10
		① TEAR	10		-3		7

Runs:	45	46	47	48	49	50	51	52	Score
BRACE	309	10	-	10	20	-	21	6	376
TEAR	285	6	20	-	10	2	6	-	336
CAR	267	9	-	20	-	7	3	-	316
BUM	255	5	0	-	-	9	-	17	286
GRUBBY	242	-	10	-	-	12	-	7	284

Congratulations to Pete on his win. He was under no great pressure in this last round.

1st	Pete Campbell	BRACE	376
2nd	Kevin Lee	TEAR	336
3rd	Bob Coull	CAR	316
4th	Jim Reader	BUM	286
5th	Michael Graystone	GRUBBY	284

We will round it up next time.



**BUS BOSS 335-GMY**

Run 19 was possible due to ODE's route from Karlsruhe.

**ROUND 9**

Germany

Round 9 Runs

		BAG	ODE	BUS	HUN	GBR	
19	A♥ France	① HUN	20	+6/-3			23
	5♦ Hamburg	② ODE	10		+3/-6		7
20	9♥ Koblenz	① BUS	15	-1		+6/-5	15
	A♦ Denmark	① GBR	15		+5/-6		14
		X BAG			+1		1
21	10♠ Regensburg	① GBR	13		+3	+3	19
	3♣ Kiel	① HUN	12	-3	+3		-3 9
		③ BUS	5	-3		-3	-3 4
		X ODE			+3	+3	6
22	Q♣ Austria	① GBR	20		+3		23
	8♦ Bremen	② HUN	10	-3		-3	4
		X ODE			+3		3
23	J♣ Karl-Marx-Stadt	① ODE	30		-3		27
	5♠ Würzburg	X HUN		+3			3
24	4♣ Stuttgart	① HUN	20	+2			22
	6♣ Rostock	② ODE	10		-2		8
25	K♥ Saarbrücken	① BAG	20	+4/-4			20
	8♣ Erfurt	② ODE	10	+4/-4			10
26	6♠ Nürnberg	① ODE	13	+5			18
	4♣ Berlin	② GBR	8				8
		③ BAG	5	-5			0
		④ HUN	4				4

Round 9 Routes

Over Deutschland Express (ODE) (John Marsden, Yellow)

Mannheim - Koblenz, Karl-Marx-Stadt - Dresden (12)

Busreisen Überall Schnell (BUS) (Mike Reeves, Black)

Würzburg - Austria (12)

German Buses Rule (GBR) (Roger Trethewey, Blue)

Bonn - Trier - France (12)

Hamburg Upper Network (HUN) (Colin Sharpe, Red)

Kassel - Erfurt - Plauen (12)

Buses Around Germany (BAG) (Bob Coull, Green)

Kassel - Hannover, Frankfurt - Würzburg (12)

Runs:	19	20	21	22	23	24	25	26	Routes	Score
BAG	183	-	1	-	-	-	20	0	-12	192
HUN	118	23	-	9	4	3	22	-	4	-12 171
ODE	86	7	-	6	3	27	8	10	18	-12 153
GBR	102	-	14	19	23	-	-	-	8	-12 154
BUS	87	-	15	-4	-	-	-	-	-	-12 86

Round 10 Runs

- 27. Q♠ - Q♥ Austria to Mainz
- 28. 8♠ - 4♥ München to Dortmund
- 29. A♦ - 5♥ Denmark to Düsseldorf
- 30. 10♥ - 4♣ Trier to Berlin
- 31. 4♠ - 7♣ Stuttgart to Magdeburg
- 32. 9♥ - K♣ Koblenz to Gorlitz
- 33. 9♣ - 6♦ Leipzig to Hamburg
- 34. Q♣ - 5♠ Dresden to Würzburg
- 35. 9♦ - 6♥ Braunschweig to Köln

Runs	Routes
Enter up to 5	Buy in the order Mike, Roger, John, Colin, Bob



RAILWAY RIVALS 2194-MN

Being different  
can be a good thing.

GAME OVER

1st	Jim Reader	BUM	320
2nd	Michael Graystone	GREAT	307
3rd	John Marsden	MARS	282
4th	Kevin Lee	FEAR	254
5th	Steve Ham	HEART	212

Jim Reader (BUM, 1st): I really like this map as there is plenty of space to try and develop good networks while negotiating the rivers. Having played before, I noticed that x-shaped routes tend to dominate, usually with one axis weak and differing mainly in crossing point, and many of the lines resembled this.

I wanted to try something different and with Bus Boss scoring thought I'd try to build across the north, developing a 7-shaped line that no-one else matched. This paid well for towns and rich dividends in the early races while I tried to connect the south east spur.

Later in the game, my opponents managed to connect in to the north west and rival my lines, and were able to eat into my lead. However, I had done enough, and the 30 pointer in race 41 showed that the northern spur could still pay. I'm very happy to have won and thanks very much for the game and to my opponents for excellent competition.

John Marsden (MARS, 2nd): Very open map, very even game. Close finish but congrats to the winner.

Steve Ham (HEART, 5th): Disappointing to finish 5th but probably deserved. The runs seemed to favour the players with straight Minneapolis - Duluth connections. Congratulations to Jim for the win and to you for running the game.

BUM's network was certainly different, but the lack of any direct connections between the centre and the north west didn't hurt him to any degree, so his aim of being different worked well.



RAILWAY RIVALS 2205-M

DRAB gets stung  
for his builds.

ROUND 10

London & Midlands

Round 10 Runs

		BALL	ODE	BUM	DRAB	COLIN	
22	64 Grantham	① BUM	20			-1	19
	36 Spalding	② ODE	10				10
		✖ DRAB			+1		1
23	31 Cambridge	① ODE	15		-3	+8	20
	43 Leamington Spa	① COLIN	15	-8			7
		✖ BUM		+3			3
24	66 Lincoln	① BUM	13	+5			18
	44 Coventry	① BALL	12		-5	+4	11
		③ DRAB	5	-4			1
25	56 Burton	① COLIN	8			-1	7
	♣5 The South	① BUM	8			-8	0
		① BALL	7			-4	3
		④ ODE	4			-3	0
		⑤ DRAB	3	+4	+3	+9	+1
26	26 Reading	① COLIN	20	+3			23
	14 London	② BALL	10			-3	7
27	52 Birmingham	① BUM	16				16
	23 Luton	② BALL	7			+3	10
28	12 London	② COLIN	7	-3			4
	♣4 East Anglia	① DRAB	20				20
		② ODE	10				10

Routes

Birmingham and London Link (BALL) (Bob Coull, Black)  
N20 - C61. -3 (builds) +2 (ODE) +1 (COLIN) = 0

One Dark Engine (ODE) (John Marsden, Green)  
15 - J5 - J4, F56 - D57, N35 - M35, H19 - H21 - I21 - I22 - J23.  
-10 (builds) -2 (BALL) -1 (BUM) +3 (DRAB) = -10

Bloody Useless Management (BUM) (Jim Reader, Yellow)  
None. +1 (ODE) +1 (DRAB) +1 (COLIN) = +3

Don's Railways Across Britain (DRAB) (Don Shailer, Orange)  
K16 - J17 - H16 - E17, H16 - E14 - E13. -10 (builds) -3 (ODE) -1 (BUM) -11 (COLIN) = -25

Coventry, Oxford, London Internal Network (COLIN) (Colin Sharpe, Blue)  
L20 - Northampton, I15 - E17, M6 - B48 - C47  
-9 (builds) -1 (BALL) -1 (BUM) +11 (DRAB) = 0

Scores

	Runs:	22	23	24	25	26	27	28	Builds	Score
BALL	210	-	-	11	3	7	10	-	-	241
COLIN	171	-	7	-	7	23	4	-	-	212
BUM	146	19	3	18	0	-	16	-	+3	205
ODE	146	10	20	-	0	-	-	10	-10	176
DRAB	100	1	-	1	20	-	-	20	-25	117



Round 11 Runs

29.	41 - 55	Banbury to Walsall
30.	54 - 65	Wolverhampton to Newark
31.	46 - 21	Leicester to Oxford
32.	35 - 06	Peterborough to The West
33.	13 - 61	London to Derby
34.	15 - 33	London to Wellingborough
35.	24 - 02	Watford to The North East

Runs	Builds
Enter up to 4	Up to 10 points excluding payments to rivals



<b>RAILWAY RIVALS 2206-NE</b>	Heavy payments for parallel builds.	<b>ROUND 7</b>
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New England

Round 7 Runs

		RINE	GREAT	HEART	RRR	AOL	
1	25 Keene/Manchester 34 Worcester	① RINE	10				16
		① GREAT	10	-2		-1	7
		① AOL	10	-4			6
		✗ RRR			+1		1
2	33 Boston 46 Hartford	① RINE	15		+2		17
		① HEART	15	-2			13
3	43 New London 21 Augusta/Waterville	① RRR	10				10
		① GREAT	10				10
		② AOL	10				10
4	53 Saratoga Springs/ Schenectady 01 Canada	① GREAT	20		-2		18
		② HEART	10		+2		12
5	64 Manhattan 15 Berlin/Conway	① AOL	30			-5	25
		✗ RRR					+5
6	61 Danbury/ Poughkeepsie 56 Springfield	① RINE	15				15
		① HEART	15				15
7	11 Plattsburg/ Rouses Point 03 Southern USA	① GREAT	20		+2		22
		② HEART	10	-2	-2		6
		✗ RINE			+2		2

Mike, please note that when you enter a joint run you should specifically say so, rather than leave me to figure out what is required. And Michael, it helps me when comparing routes players give for joint runs if you give the details from the start to the finish rather than the other way round!

Routes

Railways in New England (RINE) (Pete Campbell, Blue)  
W27 - V28 - T30 - Conway - P31 - P33.  
-10 (builds) +1 (GREAT) +1 (HEART) +3/-1 (RRR) +7 (AOL) = +1

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)  
E25 - F26 - G25 - Rutland, Brockton - V13 - X12, R22 - Q22, K7 - Meriden, R21 - S21.  
-10 (builds) -1 (RINE) +1 (HEART) -2 (RRR) +1 (AOL) = -11

Ham's Engineers Are Rather Terrific (HEART) (Steve Ham, Purple)  
F33 - Montpelier, Y28 - Y29 - Lewiston, S19 - S20 - Manchester, L15 - L16.  
-10 (builds) +3 (towns) -1 (RINE) -1 (GREAT) +3/-1 (RRR) +7 (AOL) = 0

Reeve's Rapid Railroad (RRR) (Mike Reeves, Green)  
K11 - Hartford - G9 - Waterbury, X13 - Barnstable.  
-10 (builds) +1/-3 (RINE) +2 (GREAT) +1/-3 (HEART) -3 (AOL) = -15

America On Line (AOL) (Roger Trethewey, Black)  
J12 - J13, Fitchburg - R16 - R15 - U13 - U11.  
-10 (builds) -7 (RINE) -1 (GREAT) -7 (HEART) +3 (RRR) = -22

Scores

	Runs:	1	2	3	4	5	6	7	Builds	Score
GREAT	68	7	-	10	18	-	-	22	-11	114
RRR	98	1	-	10	-	5	-	-	-15	99
HEART	46	-	13	-	12	-	15	6	0	92
RINE	37	16	17	-	-	-	15	2	+1	88
AOL	27	6	-	10	-	25	-	-	-22	46

Round 8 Runs

8.	66 - 31	Brooklyn to Fitchburg/Lowell
9.	12 - 42	Burlington/St. Albans to Providence
10.	63 - 41	Bronx to New Bedford
11.	24 - 06	Portsmouth/Rochester to Western USA
12.	13 - 51	Montpelier/St. Johnsbury to Bennington/Troy
13.	23 - 54	Portland to Greenfield/Pittsfield
14.	35 - 05	Brockton/Woonsocket to Western USA

Runs	Builds
Enter up to 4	Up to 10 points excluding payments to rivals





**ZINES RECEIVED**

A summary of zines that I've received recently.

Date	Zine/Issue
Mar 4	Devolution 94
Mar 12	Minstrel 369
Mar 19	Variable Pig 138
Mar 20	...mais n'est-ce pas la gare? 140
Mar 27	Fury of the Northmen 18
Apr 6	The Tangerine Terror 61
Apr 10	Minstrel 370

**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.

- Lyndon Gurr	3.338	The rating system is: 5 points for a win 3 points for second 1 point for third
▼ Pete Campbell	2.970	
- Marcus Pratt	2.911	
▲ Mark Frueh	2.813	
▼ Lionel Robbins	2.640	
- Steve Thomas	2.611	
- Michael Graystone	2.340	
▲ Rob Thomasson	2.333	
- Bob Coull	2.053	



**GAME ORDERS**

Please observe these guidelines when sending your orders.

- ✳ The game name *and game number* must be given for each set of orders.
- ✳ Your own name and where relevant, your company name and game colour, must be given for all game orders, preferably at the top of the orders.
- ✳ When you need to refer to other players in a game, you should use their company name *and* colour if these are present in the game.
- ✳ Do not use both sides of the same sheet of paper for different games.
- ✳ When sending orders via e-mail, make sure they are sent as *plain text*, with *FWTDR* or *die rolls* somewhere in the subject line.
- ✳ E-mail orders should be sent to one address only. You may know of more than one address that can reach me, but they all converge on one mailbox. When orders are sent to more than one source, I have to check they are in fact identical.
- ✳ Leave a reasonable space between orders for different games so that they can be easily separated and filed. If you're typing your orders, put at least three blank lines between orders for different games. I expect a minimum of two inches of paper for each game. On the other hand, please do not submit orders using double-line spacing throughout, as this tends to push a simple set of orders onto two sheets of paper.
- ✳ Remember that the deadlines given are when the orders should reach me, *not* when orders should be sent. Please do not rely on speedy postal delivery, or on instant e-mail delivery.

**Handling NMRs (No Move Received)**

- ✳ If you normally post orders to me and I do not have an e-mail address for you, I cannot remind you but will give as much time as possible for late orders to arrive.
- ✳ If I have an e-mail address for you, I will usually send a reminder the day after the deadline, although this is not guaranteed.
- ✳ If you are unable to provide orders straight away, it is of immense help if you can reply to any reminder and let me know when you hope to provide orders.
- ✳ Games will not normally be held over due to a shortage of orders.
- ✳ My actions for a player with no orders depends on the game, but usually involves holding still unless the game has specific rules for NMRs. For Bus Boss and Railway Rivals runs, I will take a brief look at the game and enter the player runs that cost the least, to avoid skewing the results for the other players.
- ✳ If orders arrive once I have adjudicated a game, I may rerun it, but this is entirely at my discretion and depends on how much time I have.

**GAME STANDARDS**

**Games that involve auctions**

I interpret auction orders in the following way.

A bid for a specific figure means just that - you will bid that figure and nothing else. If you want to bid above a previous bid and are willing to go to a maximum bid, then order your bid *up to* that maximum. You will then bid the minimum possible, and keep bidding until you win the auction or reach your maximum. If you are entitled to any discounts, do not deduct the discount before bidding. Any applicable discounts will be deducted after the auction is over.

**Bus Boss and Railway Rivals**

For Railway Rivals, the games I run use a single building allowance during the building rounds, rather than three separate die rolls.

During the operating rounds, Bus Boss scoring is used for both games. This shares 30 points between all entrants. If only one player enters a run, they get the full 30 points (less any payments they need to make to rivals). Players who complete a run in the same turn share placings. If shared placings mean that points cannot be shared evenly, the poorer player at the time of the run gains the odd point. If the players are tied before the run, the odd point is discarded.

When ordering for operating rounds, you should always list the runs in their proper sequence. You should not list runs you are not entering, as this often makes orders more confusing. If one or more runs is conditional on joint runs or other arrangements being accepted, the conditional order should appear against the run so that I can check the conditions before proceeding.

The maximum you may pay any single player in a run is ten points. If the length of the route you need to enter a run is more than twice the shortest route of any other entrant, your entry will be rejected, but that run will count towards the number that you are allowed to enter.

Rules for carried over runs:

Bus Boss:  
The limit of five runs applies at all times.

Railway Rivals:  
If 1 run is carried over, then you are still limited to 4 runs.  
If 2 or 3 are carried over, then you can enter 5 runs.  
If 4 or 5 are carried over, then you can enter 6 runs.  
If 6 or 7 are carried over, then you can enter 7, and so on, but the referee may need sorting out if it gets this bad (i.e. building allowances were too small).  
In all these cases, you can choose your runs from all those available.

**WHO PLAYS WHAT**

- Pete Campbell . . . 7W1, 1861-E33, Bat5, BB-333-CRO, RR-2206-NE
- John Colledge . . . Acq59
- Bob Coull . . . . . BB-333-CRO, BB-335-GMY, RR-2205-M
- Michael Graystone . Acq59, BB-333-CRO, RR-2206-NE, Sop353
- Lyndon Gurr . . . . . 7W1, 1861-E33, Acq59
- Steve Ham . . . . . Bat5, RR-2206-NE
- Mike Hutton . . . . . 1861-E33
- Kevin Lee . . . . . 7W1, BB-333-CRO
- John Marsden . . . . Bat5, BB-335-GMY, RR-2205-M
- Willem Moene . . . . 1825-X31
- Marcus Pratt . . . . . Bat5
- Jim Reader . . . . . 7W1, BB-333-CRO, RR-2205-M, Sop353
- Mike Reeves . . . . . 7W1, BB-335-GMY, RR-2206-NE
- Lionel Robbins . . . . 1825-X31
- Don Shailer . . . . . RR-2205-M
- Colin Sharpe . . . . . Acq59, BB-335-GMY, RR-2205-M
- John Shelley . . . . . 1825-X31, 1861-E33
- Don Smith . . . . . 1861-E33
- Allan Stagg . . . . . 7W1, Bat5
- Mark Stretch . . . . . Bat5
- Roger Trethewey . . . BB-335-GMY, RR-2206-NE
- Tony Wilcock . . . . . Acq59



**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 May 3rd**

Future deadline: All games: June 7th

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.