

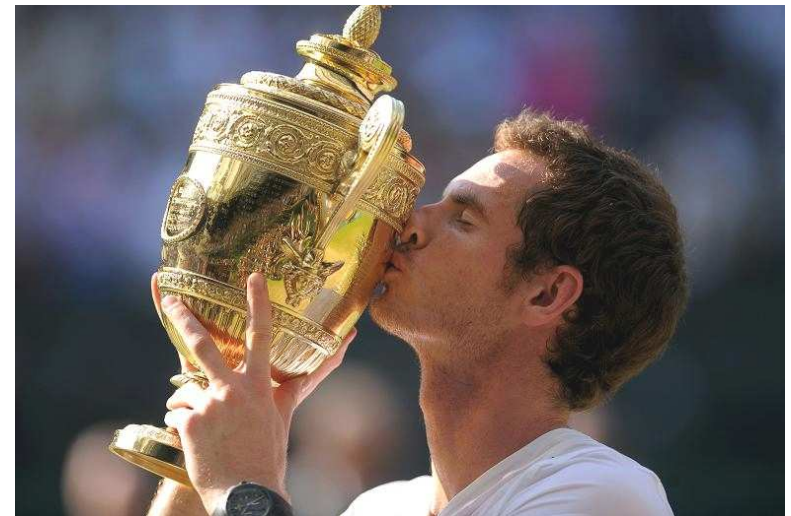
FOR WHOM THE DIE ROLLS

July 2013

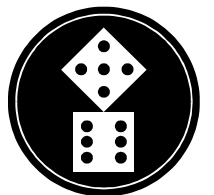
Published by Keith Thomasson

Issue 204

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 #204, 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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Web site: www.fwtwr.com

START

Welcome to issue #204. This is a winding-down cycle of issues for For Whom The Die Rolls, down to five games before this issue and four games from now on.

The later stages of this issue has been produced while listening to the Wimbledon Men's Final on the radio. I saw the first set on television but decided I needed to get on with this, so migrated upstairs and Radio 5 Live. Quite interesting to hear the commentary without any pictures, but necessary if I was going to get this out on time.

I took Braetach out for his walk when the third set started, as he was otherwise at risk of missing out on his ablutions - not that he did any serious business this afternoon. I got home just in time to watch the final game and see Andy Murray become the first British Wimbledon champion for a long time. Sue Barker said she had been waiting for this for 77 years. I didn't know she was that old...

Perhaps those people who think that Andy had reached the final by pure luck can now wake up and realise that you don't get to be ranked #2 in the world because you are lucky, but because you are a good player. Yes, luck can play a part, but that's true of just about anything.

Not long after the end of the final I was able to find the front cover picture on the Internet. Communication has been getting faster and faster over the past few years. Now we just need it to get better.

I am sure that as a games player you are well aware of how little publicity the games that we know and love receive. I found a copy of a report from one of the national newspapers from a couple of years ago listing the 50 best games of all time. All I could see of what we would call games was Carcassonne, Ticket to Ride and The Settlers of Catan. If I could find it now I would tell you what positions they occupied, but suffice to say that they were not in single digits. A lot of the games listed were really toys as they involved no competition whatsoever.

So it was nice surprise to see Agricola, Tzolk'in and Lords of Waterdeep on television a few weeks ago. It was a little disappointing that they were on a shelf in the background of shots of a cat having its purr recorded. The program was The Secret Life of Cats, so I doubt that this publicity will do much to widen the awareness of these games, but you have to take every little thing you can get,

Right, time to get down to the printing. Have a good July - should be hot in the UK. ☆



ACQUIRE 59

The last of another game.

GAME OVER

1st	Lyndon Gurr	40,600
2nd	John Colledge	34,000
3rd	Michael Graystone	33,700
4th	Colin Sharpe	22,500
5th	Tony Wilcock	14,700

Lyndon Gurr (1st): I am very pleased to have won this game as my prospects did not look good half way through the game. Buying into Imperial seemed an obvious strategy and I don't know why the other players didn't do the same, though I suspect there were only three of us actively playing for the last few rounds. Many thanks to Keith for managing the game with his usual efficiency, thanks also to the other players.

Congratulations to Lyndon on winning our last game of Acquire in these pages. I am still running them on the web site, having just completed the 180th game there, so opportunities to test your skill and luck in this game continue.



SOPWITH T353FW

All quiet on the western front.

GAME OVER

1st	Michael Graystone .. The Brown Baron	Won	30/1
2nd	Jim Reader	Wizard Prang	Shot down .. 30/1
3rd	Hugo Griffin	Glider	Shot down .. 19/3
4th	Mark Stretch	Mark	Shot down .. 6/1
5th	Don Shailer	Not Only But Also	Shot down ... 4/2
6th	Greg Payne	Das Flenser	Shot down ... 3/2

I've had no comments on this game, so the pilots are probably getting patched up before their next sortie. It only remains for me to congratulations Michael Graystone as *The Brown Baron* for clearing the skies.





1861-E33

The KR converts to leave the SPW as the only remaining minor.

OR10 - MR6

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
KR	LG	625:F15:1	-	220	Half	135C	510	-	4
SPW	MH	641:D1:1	-	180	Half	90F	170	-	3
GRR	JS	19:G14:6	-	650	Yes	220B	266	-	5 4 3
MK	DS	801:J7:2	-	320	Yes	220A	933	-	3 3
SW	PC	14:E18:3	-	520	Yes	200D	510	-	4 3 3
NW	LG	9:E10:2	27:F9:2	410	Yes	150D	213	-	5 3
SE	MH	-	-	250	Yes	150C	60	2	5
RSR				220	No		470	-	4

- Notes:
- ① 30 to Mike for the TSR private
 - ② 120 to the bank for a token in J7
 - ③ 60 to Don for the MYR private
 - ④ 20 to the bank for a second tile lay
 - ⑤ 2 loans redeemed

Merger Round 6

The KR converts to the MVR with a price of 135C, Lyndon buys 3 more shares

Cash Flow	b/f	OR10	MR6	c/f	Value	%	Certs
Mike Hutton	41	303	0	344	1,494	17.9	6
Lyndon Gurr	56	451	-405	102	2,147	25.8	11
Pete Campbell	156	344	0	500	1,920	23.1	6
John Shelley	185	367	0	552	1,852	22.2	5
Don Smith	82	176	0	258	918	11.0	2

Portfolio	SPW	GRR	MK	MVR	NW	SE	SW	RSR
Mike Hutton	2D	-	1	-	1	4D	-	-
Lyndon Gurr	-	-	1	5D	5D	-	2	-
Pete Campbell	-	-	1	-	-	-	6D	-
John Shelley	-	5D	-	-	-	-	1	-
Don Smith	-	-	3D	-	-	-	-	-

Bank (new)	-	4	4	5	4	6	1	-
Bank (pool)	-	1	-	-	-	-	-	-
Price	90F	220B	220A	135C	150D	150C	200D	-
Company credit	170	266	933	715	213	60	510	470
Loans	-	-	-	-	-	-	-	-
Tokens	-	-	1	2	1	1	1	-
Trains	3	5 4 3	3 3	4	5 3	5	4 3 3	4

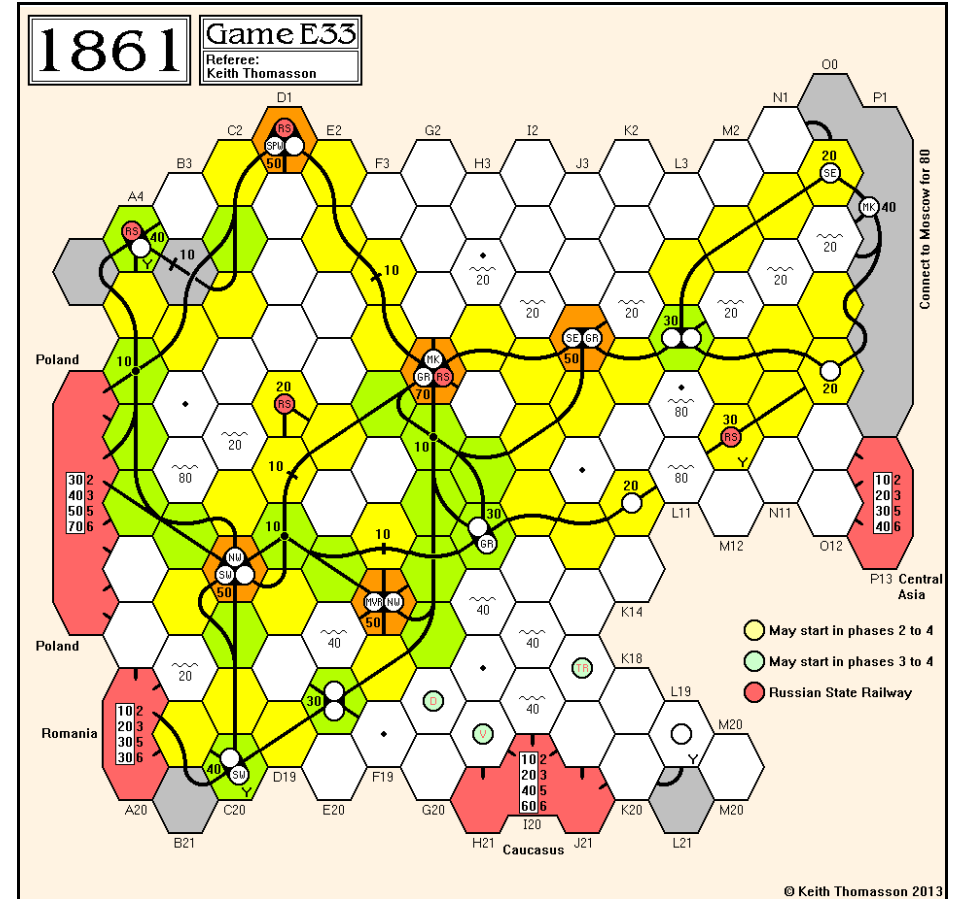
Bank cash: 9,907 Certificate limit: 13 Trains: 4 x '5', 2 x '6'
 Current operating order: SPW, GRR, MK, SW, NW, SE, MVR, RSR

Mike, you may be wondering why the SE did not lay any tiles. Your first order was 15:O11:2. O11 does not exist, and that tile and facing does not fit O8 or O2, so I had to discard that one. Your second option was for J7, but you specified the green tile that was there at the start of the round. As Don upgraded it to brown, he probably did what you intended.

We may be near the end, but please - do not specify routes by giving the names of towns - they do not appear on my maps or any resources I use during the adjudication.

Titles	Tile number/Availability							Two Operating Rounds between Stock Rounds						
3/2	4/4	5/1	6/-	7/2	8/2	9/2	57/1	58/2	201/3	202/4	621/1	14/1		
15/1	16/2	17/2	18/2	19/1	20/2	21/2	22/2	23/2	24/1	25/3	26/2	27/1		
28/1	29/2	30/2	31/2	87/2	88/-	204/1	207/3	208/2	619/1	622/2	624/1	625/1		
626/1	635/1	637/1	39/2	40/2	41/2	42/2	43/2	44/2	45/2	46/2	47/2	63/3		
611/3	623/2	636/-	638/-	641/-	801/1	911/3								

Yellow track tiles are unlimited



Orders required for the following round

By the early deadline

SR6



7 WONDERS I

Allan takes a clear lead with his Science points.

ROUND 13

Age III - Card 1 The discard pile contains 7 Age I cards and 7 Age II cards

Mike Reeves Study (1 coin to Kevin for Cloth)

Lyndon Gurr Pantheon (free due to Temple)

Jim Reader Town Hall

Allan Stagg Academy (free due to School)

Pete Campbell Lodge (2 coins to John for Clay)

(John Boocock) Palace (2 coins to Pete for Ore)

Kevin Lee Gardens

Mike	Lyndon	Jim	Allan	Pete	(John)	Kevin
6 coins 13 VPs	14 coins 32 VPs	1 coin 25 VPs	4 coins 35 VPs	7 coins 23 VPs	13 coins 20 VPs	12 coins 27 VPs
Marketplace	Tavern		Trading Post	Marketplace		
Trading Post	Caravansery		Tavern	Caravansery		
Caravansery	Baths	Trading Post	Courthouse	Bazaar		
Vineyard	Temple	Forum	Academy	Forum		Vineyard
Guard Tower	Statue	Altar	Apothecary	Barracks		Courthouse

Mike	Lyndon	Jim	Allan	Pete	(John)	Kevin
Stables	Pantheon	Pawnshop	Scriptorium	Stables	Tavern	Aqueduct
Training Ground	Stockade	Temple	Library	Apothecary	Altar	Gardens
Walls	Archery Range	Statue	School	Dispensary	Theatre	Archery Range
Study		Town Hall	Workshop	Lodge	Aqueduct	
		Barracks	Laboratory	Library	Palace	
				Scriptorium	Laboratory	
Total value of Military Conflict VP tokens held						
+7	+1	+4	-4	+8	-3	+1

Orders required Age III cards are passed to the left

Your second card for Age III, to play, build a Wonder stage or discard for 3 coins





BATTLE! 5

Your Attribute research order is:
AMECSBDRPHX

ROUND 14

Research: None.

New units: None.

Moves: 4A and 5B both wanted to move to the same hex. As they had the same Movement level, it was a random decision, which went in favour of 5B.

Combat: 4A+8A⇒5B {10 hits *}, 1B+5B⇒8A {8 hits}, 2B+4B⇒3C {4 of 6 hits}, 2D+4D⇒6E {16 hits *}, 2E⇒7F {6 hits}, 6E⇒1F {4 hits *}, 7E⇒2F {6 hits *}, 3F+6F⇒7A {10 hits *}. (* = destroyed)

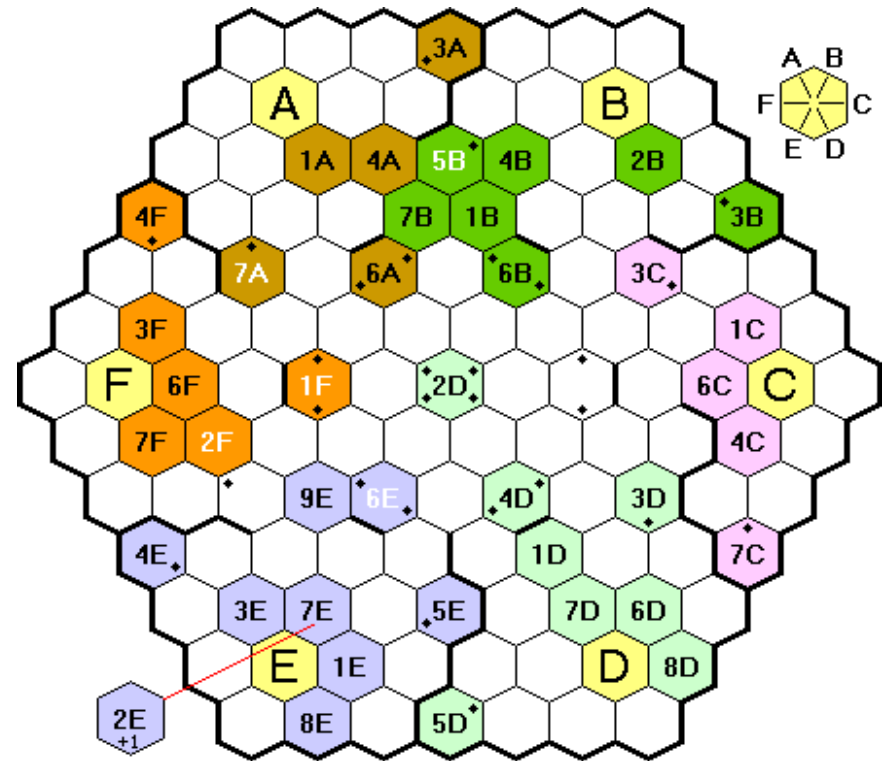
Builds: None.

Conversions: 1B converts 8A to 7B.

Everyone is involved in battles somewhere on the map, although *Conflux* is the only team to be on the receiving end without dishing out some damage in return. Five units were destroyed, and one was converted once the dust had settled.

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H		
<i>Apache</i> Pete Campbell	✘ Level 6	13	1A	2	3	1	1	1/1	1						
			◆3A	1	2										
			4A	3	2	1	1	2/1	1						
			◆◆6A	3	2	1	1	1/0	1						
<i>Banzai</i> Mark Stretch	✘ Level 9	14	1B	2	2	0	1								
			2B	2	2	0	1	0/0	0	1	3				
			◆3B	1	1										
			4B	1	0	0	0	0/0	0	0	2				
			◆◆6B 7B												
<i>Conflux</i> Steve Ham	✘ Level 9	14	1C	1	1	1	1	0/0	0	0	1				
			◆◆3C	3	3	0	0	0/0	0	2	2	1			
			4C	0	2	0	0	1/0	1						
			6C	3	2	1	1	1/0	1	2	3	2			
◆◆7C	0	2	1	0	1/0	1	0	0	2						
<i>Dream Team</i> Allan Stagg	✘ Level 10 Double Damage	21	1D	0	1										
			◆◆◆◆2D	3	3	1	0	1/0	0	3	1				
			◆◆3D	1	2	0	0	0/0	1	1	1	2			
			◆◆4D	1	2	0	0	2/0	0	1	1	0	1		
			◆◆5D	0	2	0	0	0/0	0	1	0	2			
			6D	1	1	0	0	1/0	0	1	1				
			7D	3	1	3	0	0/0	0	2	3				
			8D	1	1	0	0	0/0	0	1	1				

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H		
<i>Effalump</i> Marcus Pratt	✘ Level 10	14	1E	2	2										
			2E	3	2	2	0	1/0	1	0	3	0	1		
			3E	2	1	2	1	2/0	1	1	1				
			◆4E	0	2										
			◆◆5E	0	1	0	0	1/0	0	0	0	2			
			7E	3	2	2	1	1/0	1	6	3	1	1		
			8E												
			9E	0	1	1									
			<i>Frogs</i> John Marsden	✘ Level 9	11	3F	3	1	1	1	2/2	2	3	3	
◆4F	0	1													
6F	2	2				2	0	2/0	0	2	2				
7F	1	1				0	0	1/0	1	1	1				



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



BUS BOSS 335-GMY Two players exchange positions. **ROUND 12**

Germany

Round 12 Runs

		BAG	ODE	BUS	HUN	GBR	
45	4♦ Lübeck to	① GBR 20			-2		18
	3♣ Berlin	② ODE 10			-4		6
		✗ HUN		+4		+2	6
46	A♥ France to Karl-	① ODE 20	+1				21
	J♣ Marx-Stadt	② BAG 10		-1		-3	6
		✗ GBR	+3				3
47	2♥ Duisburg to	① HUN 13	+3/-3	+2		-3	12
	10♠ Regensburg	② BAG 8		+3	+3/-3	-3	8
		③ ODE 5	-3		-2		0
		④ GBR 4	+3		+3		10
48	2♠ Karlsruhe to	① BAG 20		+2/-5			17
	2♦ Flensburg	② BUS 10	+5/-2		-5		8
		✗ HUN			+5		5
49	7♥ Kassel to	① HUN 15	+4				19
	8♦ Bremen	① BAG 15			-4		11
50	3♠ Freiburg to	① HUN 20		-6			14
	10♦ Hannover	② BAG 10		-4			6
		✗ ODE	+4		+6		10
51	5♣ Stralsund to	① HUN 20	+6/-2			-3	21
	3♦ Kiel	② ODE 10			+2/-6	-3	3
		✗ GBR	+3		+3		6
52	10♣ Plauen to	① HUN 20				-2	18
	7♦ Wilhelmshaven	② GBR 10			+2		12

GBR entered run 46, but his route more than twice ODE's so he was disqualified.

	Runs:	45	46	47	48	49	50	51	52	Score
HUN	294	6	-	12	5	19	14	21	18	389
BAG	309	-	6	8	17	11	6	-	-	357
ODE	256	6	21	0	-	-	10	3	-	296
GBR	239	18	3	10	-	-	-	6	12	288
BUS	140	-	-	-	8	-	-	-	-	148

Colin pushed hard and overtook Bob in the last two runs to take the game. Congratulations to Colin, commiserations to Bob for fading with the last sets of runs.

1st	Colin Sharpe	HUN	389
2nd	Bob Coull	BAG	357
3rd	John Marsden	ODE	296
4th	Roger Trethewey	GBR	288
5th	Mike Reeves	BUS	148

We'll settle this one down next time with any comments you may have.

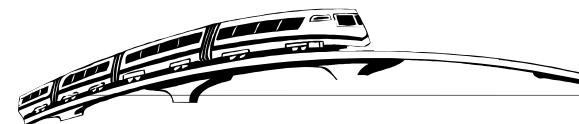


RAILWAY RIVALS 2205-M Done and dusted. **GAME OVER**

1st	Bob Coull	BALL	355
2nd	Colin Sharpe	COLIN	312
3rd	Jim Reader	BUM	311
4th	John Marsden	ODE	235
5th	Don Shailer	DRAB	158

Bob Coull (BALL, 1st): It was nice to get the win in my final game of Railway Rivals. I was first to get a north/south trunk route and seemed to pick up plenty of town bonuses along the way. From then on, I always had my nose in front. It's disappointing to know there won't be any more opportunities to play in FWTDR. The games will be sadly missed.

Bob nearly did the double with his last Bus Boss game, only to be pipped by Colin Sharpe in that one, so they did a good job of sharing out the honours :-)



RAILWAY RIVALS 2206-NE Not everyone feels the need to build. **ROUND 10**

New England

Round 10 Runs

		RINE	GREAT	HEART	RRR	AOL	
22	15 Berlin/Conway	① RINE 20					20
	22 Lewiston	② RRR 10					10
23	43 New London/	① AOL 13		+2			15
	Norwich	① GREAT 12				-2	10
	62 Bridgeport	③ RRR 5					5
24	41 Fall River/	① HEART 13	-2	+2/-2			11
	New Bedford	① RINE 12			+2		14
	52 Albany	③ GREAT 5		+2/-2			5
25	54 Greenfield/	① GREAT 20	-3				17
	Pittsfield ④ Southern USA	② RINE 10		+3			13
26	23 Portland	① RRR 13		+1		+1	15
	33 Boston	① HEART 12			-1	+2	13
		③ AOL 5		-2	-1		2



27	16 Concord/ New Wolfboro 61 Danbury/ Poughkeepsie	① AOL	11	-4						7	
		① RRR	10	-2	+1	+2				11	
		③ HEART	5						-2	3	
		④ GREAT	4						-1	3	
		X							+2	+4	6
28	34 Worcester 3 Southern USA	① HEART	13							13	
		① RINE	12							12	
		③ AOL	5							5	

Routes

Railways in New England (RINE) (Pete Campbell, Blue)
None.

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
None.

Ham's Engineers Are Rather Terrific (HEART) (Steve Ham, Purple)
None.

Reeve's Rapid Railroad (RRR) (Mike Reeves, Green)
F9 - E9 - D9 - C9 - C10 - Poughkeepsie - A11. -10 (builds) = -10

America On Line (AOL) (Roger Trethewey, Black)
Norwich - P11 - P12 - Woonsocket. -9 (builds) = -9

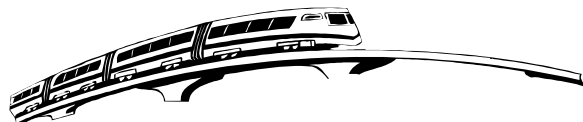
Scores

	Runs:	22	23	24	25	26	27	28	Builds	Score
RINE	217	20	-	14	13	-	6	12	-	282
HEART	158	-	-	11	-	13	3	13	-	198
GREAT	155	-	10	5	17	-	3	-	-	190
RRR	123	10	5	-	-	15	11	-	-10	154
AOL	128	-	15	-	-	2	7	5	-9	148

Round 11 Runs

- 29. 55 - 13 Bellows Falls/Claremont to Montpelier/St. Johnsbury
- 30. 11 - 35 Plattsburg/Rouses Point to Brockton/Woonsocket
- 31. 66 - 56 Brooklyn to Springfield
- 32. 46 - 35 Hartford to Western USA
- 33. 45 - 25 Meriden/Waterbury to Keene/Manchester
- 34. 65 - 32 Manhattan to Boston
- 35. 24 - 32 Portsmouth/Rochester to Canada

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



NEWS FROM THE ROCK

www.fwtwr.com/fwtwr/

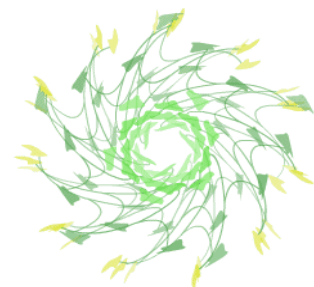


This is the section that provides news of the Internet sibling of this zine.

- ⊛ 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.
 - ▼ Ken Boucher 3.421
 - William Jockusch 3.400
 - Rob Thomasson 2.702
 - ▼ Pete Campbell 2.663
 - ▲ David Hilbert 2.622
 - ▲ Victor Cronshaw 2.551
 - ▲ Michael Graystone 2.248
 - John Colledge 2.121
 - ▼ Mick Haytack 2.094
- The rating system is:
5 points for a win
3 points for second
1 point for third

- ⊛ Completed games and winners:
 - 1850 e997 {1850-U33} John Boocock
 - Acquire e1010 Victor Cronshaw
 - Ingenious e1014 Dan Zacharias

- ⊛ New games and start dates:
 - 1850 e1018 {1850-V34} June 14th
 - 1856 e1019 {1856-Y34} June 22nd



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. ⊛

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Jun 11	Minstrel 372
Jun 15	Fury of the Northmen 20
Jun 18	...mais n'est-ce pas la gare? 143

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.

Name	Rating	Notes
- Adam Romoth	3.600	The rating system is: 5 points for a win 3 points for second 1 point for third
- Lyndon Gurr	3.358	
- Pete Campbell	3.029	
- Marcus Pratt	2.911	
- Mark Frueh	2.813	
- Lionel Robbins	2.731	
- Steve Thomas	2.611	
- Michael Graystone	2.337	
- Rob Thomasson	2.333	
- Tony Robbins	2.318	
▲ Bob Coull	2.100	
▲ Colin Sharpe	2.011	

WHO PLAYS WHAT

- Pete Campbell . . . 7W1, 1861-E33, Bat5, RR-2206-NE
- Bob Coull BB-335-GMY
- Michael Graystone . RR-2206-NE
- Lyndon Gurr 7W1, 1861-E33
- Steve Ham Bat5, RR-2206-NE
- Mike Hutton 1861-E33
- Kevin Lee 7W1
- John Marsden Bat5, BB-335-GMY
- Marcus Pratt Bat5
- Jim Reader 7W1
- Mike Reeves 7W1, BB-335-GMY, RR-2206-NE
- Colin Sharpe BB-335-GMY
- John Shelley 1861-E33
- Don Smith 1861-E33
- Allan Stagg 7W1, Bat5
- Mark Stretch Bat5
- Roger Trethewey . . BB-335-GMY, RR-2206-NE

OUTSIDE EDGE

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DEADLINES

All games - Friday August 2nd

Future deadline: All games: September 6th

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.