

FOR WHOM THE DIE ROLLS

September 2013

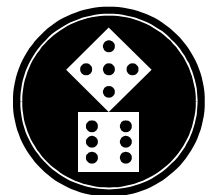
Published by Keith Thomasson

Issue 206

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 #206, 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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START

Welcome to issue #206. The cover for this issue is of 4 World Trade Center, one of the new buildings in New York to replace the twin towers lost on 9/11.

This is currently the second highest building on the site, with 1 World Trade Center topping out at 1,776 feet and shown on the right. Buildings 2 and 3 will be taller than building 2 when they are completed.



We had one day in New York on our way home from GenCon, and had wondered what the best way to spend it would be. It turned out to be easy. We booked a full day tour that picked us up from our hotel by JFK airport and took us on a tour of the city, dropping us back at our hotel, and all for less than the likely taxi fare into and out of Manhattan

The highlight was undoubtedly the visit to Ground Zero, which involved full airport-style security. I was impressed by the new buildings, because there has been little news on their progress in the UK. Having visited the site it made the recently aired documentaries on 9/11 and rebuilding the World Trade Center feel more relevant.

As for GenCon itself, it's difficult to give you a report, because we were so busy with Mayfair Games that we saw less of the rest of the show than ever before. I usually manage to get round the exhibitor hall at least once, but this time I had two short walks that covered about five of the 22 aisles. I made just two purchases - Dungeon Roll from Tasty Minstrel Games, and the Figures in the Sand expansion for Innovation. I nearly missed the Innovation expansion. It was on my list of things to look out for, but it went completely out of my mind once the show started. It was purely by luck that on my second short walk I spotted the Asmadi stand, and they only had four copies left. This was on my list because you can't get the Asmadi edition in the UK or Europe due to licencing issues.

Friday night saw Mayfair Games attempt to take the world record from Germany for the most people playing Settlers of Catan simultaneously, using special maps that linked each group of four players with their neighbours. The previous record was somewhere in the 700s, and they beat that with 922. It was also officially adjudicated by Guinness World Records, and should appear in the next edition of the World Records book. The adjudicator had played Settlers before, so she had some idea what these mad people were up to.

Special guest for a signing session was Walter Koenig (Chekov from the original Star Trek), which tied in nicely with the Federation Space Map set that expands Star Trek Catan. ✪

RAILWAY RIVALS 2206-NE Two positions are too close to separate. **ROUND 12**

New England

		RINE	GREAT	HEART	RRR	AOL	
36	63 Bronx	① RINE 13	+1				14
	26 Lawrence/Nashua	② AOL 8			-1		7
		③ RRR 5				+1	6
		④ GREAT 4	-1				3
37	51 Bennington/Troy	① RINE 16			+2/-4		14
	21 Augusta/Waterville	② HEART 9			-4		5
		③ RRR 5	+4/-2		+4		11
38	12 Burlington/ St. Albans	① HEART 20					20
	42 Providence	② AOL 10		-3			7
		✱ GREAT				+3	3
39	64 Manhattan	① GREAT 16					16
	♣1 Canada	② AOL 9					9
		③ RRR 5					5
40	44 New Haven	① GREAT 20	+1/-2				19
	36 Barnstaple/ Falmouth	② RINE 10		+2/-1			11
41	53 Saratoga Springs/ Schenectady	① RINE 20		+4			24
	51 Fitchburg/Lowell	② HEART 10	-4				6
42	14 Rutland/ Woodsville	① GREAT 12					12
	♠6 Western USA	① HEART 12					12
		③ AOL 5					5

Scores

	Runs:	36	37	38	39	40	41	42	Score
RINE	313	14	14	-	-	11	24	-	376
GREAT	228	3	-	3	16	19	-	12	281
HEART	238	-	5	20	-	-	6	12	281
AOL	201	7	-	7	9	-	-	5	229
RRR	195	6	11	-	5	-	-	-	217

RRR missed out on the last race because his route was more than twice the shortest competing route. It made no difference to the result, which was a win for RINE with GREAT and HEART tied for second.

1st	Pete Campbell	RINE	376
2nd=	Michael Graystone	GREAT	281
	Steve Ham	HEART	281
4th	Roger Trethewey	AOL	229
5th	Mike Reeves	RRR	217

Next time we'll round up this, our last Railway Rivals game in these pages. I hope you have all enjoyed the experience. ✪



1861-E33

At this stage of the game, minor companies may only own one train.

OR11 - MR7

OR11 Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
SPW MH 801:A4:2	-	180	Half	-	100F	500	-	-
GRR JS 63:L7:1	-	680	Half	-	245B	953	-	5 4
MK DS 23:K8:2	-	160	Yes	①	220A	671	-	5
SW PC 801:C20:5	-	550	No	-	180D	1,075	-	4
NW LG 24:J9:5	-	390	Yes	② ③	180C	163	-	6 5
SE MH 15:O2:3	-	270	Yes	-	165C	591	-	5
MVR LG 639:G8:1	-	270	Yes	④ ②	150C	336	-	6 4
RSR	-	300	No	⑤	-	390	-	7 4

- Notes: ① 550 to the bank for a '5' train
 ② 650 to the bank for a '6' train
 ③ SPW nationalised
 ④ 80 to the bank for a token in G8
 ⑤ 800 to the bank for a '7' train

Merger Round 7

No actions possible

Cash Flow	b/f	OR11	MR7	c/f	Value	%	Certs
Mike Hutton	44	505	0	549	1,964	19.6	7
Lyndon Gurr	17	412	0	429	2,809	28.0	12
Pete Campbell	65	121	0	186	1,996	19.9	9
John Shelley	32	270	0	302	2,297	22.9	8
Don Smith	38	64	0	102	982	9.8	3

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

Bank (new)	3	3	10	10	3	-	3	1	-
Bank (pool)	-	1	-	-	-	-	-	1	-
Price	245B	220A	-	-	150C	180C	165C	180D	-
Company credit	1,028	731	-	-	336	163	591	1,120	390
Loans	-	-	-	-	-	-	-	-	-
Tokens	-	1	3	3	1	1	1	1	-
Trains	5 4	5	-	-	6 4	6 5	5	4	7 4

Bank cash: 9,073 Certificate limit: 13 Trains: 1 x '7', 9 x '8'
 Current operating order: GRR, MK, SW, NW, SE, MVR, RSR

Mike's plans for the SPW faltered when he tried to buy a train from the SE and found the regulators stepping in to rule that illegal, as minor companies can only own one train from phase 4 onwards. The SPW's '3' train duly disappeared when the NW bought the first '6' train, and it was immediately nationalised.

Tile	Tile number/Availability		Two Operating Rounds between Stock Rounds									
3/2	4/4	5/1	6/1	7/2	8/2	9/2	57/1	58/2	201/3	202/4	621/1	14/1
15/-	16/2	17/2	18/2	19/1	20/2	21/2	22/2	23/1	24/-	25/3	26/2	27/1
28/1	29/2	30/2	31/2	87/2	88/-	204/1	207/5	208/2	619/2	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	63/2
611/3	623/2	636/-	638/1	641/-	801/-	911/3	639/-	640/1	642/1			

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 rounds	<i>By the early deadline</i>
OR12, {MR8}, SR7	<i>Adjudication can pause between rounds if requested</i>



7 WONDERS I

One more Wonder stage and two Universities.

ROUND 15

Age III - Card 5 The discard pile contains 7 Age I cards and 7 Age II cards

- Mike Reeves: Lodge {1 coin to Kevin for Papyrus}
- Lyndon Gurr: Craftsmens Guild {2 coins to Mike for Ore}
- Jim Reader: Arsenal
- Allan Stagg: University {free due to Library}
- Pete Campbell: University {free due to Library}
- {John Boocock}: Second Wonder stage {2 coins to Pete and 2 coins to Kevin for Ore}
- Kevin Lee: Haven {gains 4 coins for Raw Materials cards in play}

Mike	Lyndon	Jim	Allan	Pete	{John}	Kevin
7 coins 29 VPs	10 coins 39 VPs	6 coins 30 VPs	11 coins 44 VPs	9 coins 36 VPs	9 coins 22 VPs	27 coins 38 VPs



BATTLE! 5

Your Attribute research order is:
AMECSBDRPHX

ROUND 16

Research: None.

New units: 5A (C).

Moves: Effalump does some turtling, surrounding his base with a number of units, with two sitting on top of it. 6A finds himself stopped by a wall pathway through his move.

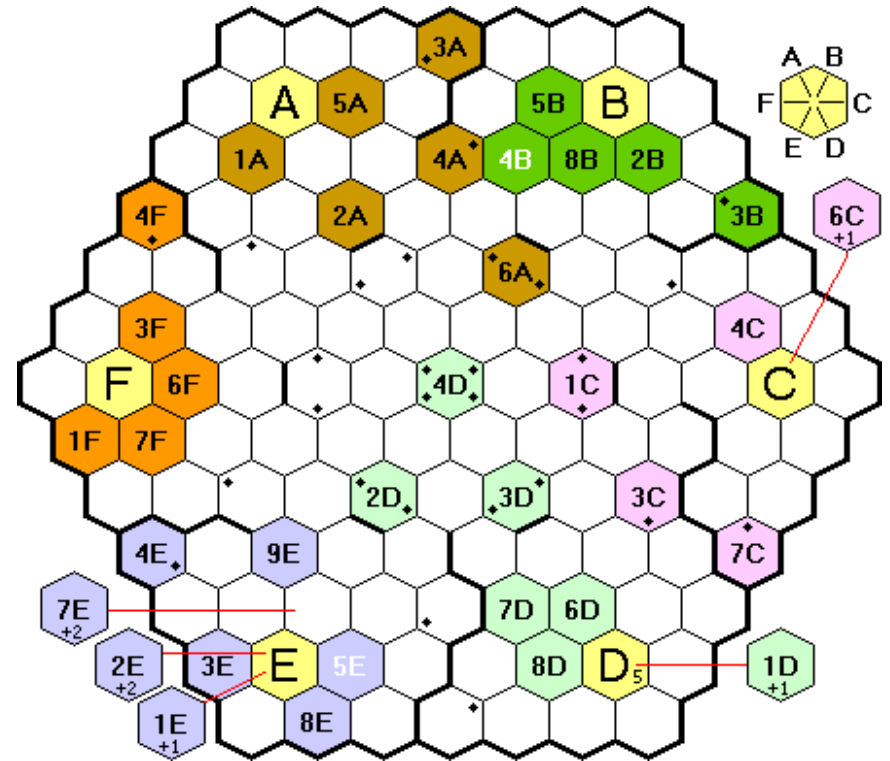
Combat: 4A⇒4B (6 hits *)
4B⇒4A (2 hits)
1C⇒4D (1 Elite vs Defence, 2 hits)
6C⇒D Base (5 hits)
3D⇒3C (0 hits)
6D⇒3C (8 hits)
7D⇒5E (12 hits *)
2E⇒8D (1 Elite vs Defence, 1 Elite to focus on Move, 6 hits)
7E⇒7D (1 Elite vs Defence, 1 Elite to focus on Attack, 8 hits)
3F⇒4D (1 Elite vs Defence, 2 Elite to focus on Attack and Range, 6 hits)
6F⇒2D (2 Elite vs Defence, 6 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 6	14	1A	1	2									
			2A	2	1	1	1	1/0	1					
			◆3A	1	2									
			◆4A	3	1									
			5A	2	1	1	1	1/0						
			◆◆6A	3	2	1	1	1/0	1					
<i>Banzai</i> Mark Stretch	✘ Level 9	11	2B	2	2	0	2	0/0	0	2	3			
			◆3B	1	1									
			5B											
			8B	4	1	0	0	0/0	0	1				
<i>Conflux</i> Steve Ham	✘ Level 10	15	◆◆1C	1	2	1	1	0/0	0	0	1			
			◆3C	2	1									
			4C	0	2	1	1	1/0	1					
			6C	5	2	1	1	1/0	1	2	4	2	1	
			◆◆7C	0	2	1	0	1/0	1	0	0	2		
<i>Dream Team</i> Allan Stagg	✘ Level 10	14	1D	1	2	0	0	0/0	0	1	1	0	1	
			◆◆2D	2	2									
			◆◆◆3D	1	2	0	0	0/0	1	1	1	2		
			◆◆◆◆4D	0	1	0	0	1/0						
			6D	2	2	0	1	2/0	2	2	2	1	1	
7D	0	0	2											
8D	1	0	1											

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H			
<i>Effalump</i> Marcus Pratt	✘ Level 10	11	1E	2	2	1	0	0/0	0	0	1	0	1			
			2E	3	2	2	0	1/0	1	0	3	0	2			
			3E	2	2	2	1	3/0	1	1	1					
			◆4E	0	2											
			7E	4	2	2	0	0/0	0	5	3	1	2			
			8E	0	1											
			9E	0	1	1										
			<i>Frogs</i> John Marsden	✘ Level 9	12	1F	0	0	0	0	0/0	0	1			
						3F	3	1	3	1	2/2	2	3	4		
◆4F	0	1														
6F	3	2				2	0	2/0	0	2	3					
7F	2	1				0	0	1/0	1	1	1					



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

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	2.109
▲ Dvd Avins	2.000

The rating system is:

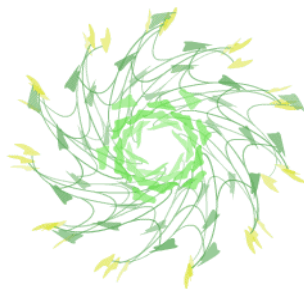
- 5 points for a win
- 3 points for second
- 1 point for third

⊕ Completed games and winners:

Ra e1005 Kath Collman

⊕ New games and start dates:

Puerto Rico e1020	Aug 23rd
Acquire e1021	Aug 23rd
1830 e1022 {1830-E35}	Aug 24th
1870 e1023 {1870-G35}	Sep 8th



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Aug 7	Minstrel 374
Aug 19	...mais n'est-ce pas la gare! 145
Aug 22	Fury of the Northmen 22, Ode 343
Sep 2	Minstrel 375
Sep 8	Devolution 97

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:
- Lyndon Gurr	3.358	
▲ Pete Campbell	3.086	5 points for a win
- Marcus Pratt	2.911	3 points for second
- Mark Frueh	2.813	1 point for third
- Lionel Robbins	2.731	
- Steve Thomas	2.611	
▲ Michael Graystone	2.343	
- 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
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
Marcus Pratt Bat5
Jim Reader 7W1
Mike Reeves 7W1, RR-2206-NE
John Shelley 1861-E33
Don Smith 1861-E33
Allan Stagg 7W1, Bat5
Mark Stretch Bat5
Roger Trethewey	.. RR-2206-NE

