

FOR WHOM THE DIE ROLLS

October 2013

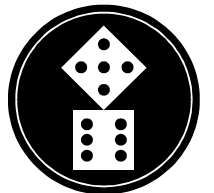
Published by Keith Thomasson

Issue 207

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 #207, 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 #207. Last month's cover was all about where we had been in September, but this month it's all about where we will be later this month.

This year marks the sixteenth time we will make the trip to Germany and visit Essen for the Spiel game fair. Looking at the rotating sign on top of the exhibition centre you would be forgiven for doubting that this is in Germany, given the subtitle of 'Place of Events' in English, but this is quite common, with many of the shops also showing banners in English.

It will be all change this year, as the seven+ halls used for the show until now are closed for refurbishment - or even rebuilding. The show moves to the western end of the complex and now occupies halls 1, 2 and 3. Fewer halls, but they are larger, so there is more space overall. If you are going this year and usually use the U-Bahn to get to the show, remember to stay on for one more stop if you are coming from the city centre so that you arrive at the correct entrance.

I have a few pre-orders to pick up, but have no plans to do any in-depth investigation before going this year. In the past I have ended up with a huge list of things to look for, so this time it will be interesting to see what I find. It will also be a journey of discovery as nobody will be in their regular places.

The 27th TringCon took place at the start of the month, with 66 gamers playing games. We had more booked, but there always seem to be some that don't turn up. I still have to stick with the hall limits, though, because the first time I over book, everyone will arrive!

One recent arrival was Gormenghast, 'a board game set in the world of Mervyn Peake'. A pretty odd sub-title, as it should surely be 'a board game set in the world of Titus Groan', but no matter. I was going to add this one to BoardGameGeek, but when I checked the pending list of submissions, found that two people had already submitted it. There are three pending entries now, as people are clearly not checking if it has already been done.

The game seems fairly simplistic. A number of room tiles are laid out at the start of the game to represent the castle of Gormenghast. Players have a hand of Plot and Action cards, and score 1 point by moving a character into a specific room indicated by a Plot card, with an extra 2 points available if they can take the required artifact with them. The first player to 9 points wins the game.

The rules are relatively short, but even so manage to confuse. You gain control of a character in order to move them by placing influence tokens on a character card. It states firmly that you cannot place more than 3 tokens on a character card. It then points out that control of the character is never guaranteed as opponents can always exceed your maximum

3 influence. Head scratching starts now, as if you can never place more than 3 tokens on a character, how can anyone else exceed your maximum of 3? The very next page shows an example in which a player places 4 tokens on a card.

BoardGameGeek was clearly no help because the game has yet to appear as a live entry, so I mailed the publishers, Sophisticated Games. I got a very quick reply, which was good, explaining that what they mean is that you can never have more than 3 tokens on a character at the end of your turn. Shame they didn't actually say that.

Still, it's a better resolution than I got from AEG regarding a query about Trains. This game is an English version of a Japanese production that sold out at last year's Essen. They say they haven't changed the game, but one card in particular is worded quite differently from the original, so I asked for clarification on September 3rd. My one and only response came on the 11th, telling me that my questions will be forwarded to the development team.

My backup plan is simple. I will print out my original query and take it to Essen to catch them on their stand. I still might not get an answer, but I can make my feelings known regarding the snail's pace of their response and the lack of any actual answer.



RAILWAY RIVALS 2206-NE

Done. Dusted.

GAME OVER

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

Pete Campbell (RINE, 1st): Clearly that went well for me. Not quite sure how I managed to get so far ahead, but it was certainly nice to win the last game of RR in the zine. My wife will miss me colouring in the maps! Thanks, as ever, to Keith for running it and the others for making it a good game.

Steve Ham (HEART, 2nd=): Congratulations to Pete on a run away win. Looking at the map I'm surprised that Pete won by almost 100 points, but certainly his early build to Albany paid off big time - a worthy winner. I was relieved to hang on to a share of second, even if my route in the final tied race was shorter than Michael's. Thanks to all for the game - and to Keith for all the Railway Rivals games.

Roger Trethewey (AOL, 5th): I really thought I was in with a good chance in this one, having the most direct route from south west to north east, but it was not to be. Congratulations to Pete on the very convincing win, well played. This will be my last ever FWTDR magazine so I'll never make it on to the ratings list. Sigh.

Thanks Keith for the many issues you have slaved over. It was always a good read.

And that completes the slaving over Railway Rivals for the zine. This is on my list for transfer to the web site, but I need to take a close look at how that should best be done.



1861-E33

The final stock round will have to wait until next time.

OR12

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GRR	JS	8:K6:3	619:08:6	550	Yes	① ② 270B▲	1,153	-	5
MK	DS	642:D1:1	8:O4:6	320	Yes	① ② 245A▲	787	-	5
SW	PC	65:E18:1	-	270	No	③ 165D▼	590	-	7
NW	LG	611:O2:4	-	570	Yes	-	200C▲	163	6 5
SE	MH	40:H11:2	-	310	Yes	-	180C▲	684	5
MVR	LG	640:F15:1	-	730	Yes	-	165C▲	555	6
RSR				790	No	④	280	-	8 7

- Notes:
- ① 20 to the bank for terrain costs
 - ② 20 to the bank for a second tile lay
 - ③ 800 to the bank for a '7' train
 - ④ 1,000 to the bank for an '8' train

Cash Flow	b/f	OR12	c/f	Value	%	Certs
Mike Hutton	549	298	847	2,397	19.1▼	7
Lyndon Gurr	429	812	1,241	3,841	30.6▲	12
Pete Campbell	186	219	405	2,205	17.6▼	9
John Shelley	302	418	720	2,885	23.0▲	8
Don Smith	102	128	230	1,210	9.7▼	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	-
Don Smith	-	4D	-	-	-	-	-	-	-

Bank (new)	3	3	10	10	3	-	3	1	-
Bank (pool)	-	1	-	-	-	-	-	1	-
Price	270B	245A	-	-	165C	200C	180C	165D	-
Company credit	1,153	787	-	-	555	163	684	590	280
Loans	-	-	-	-	-	-	-	-	-
Tokens	-	1	3	3	1	1	1	1	-
Trains	5	5	-	-	6	6.5	5	7	8.7
Bank cash: 7,345	Certificate limit: 13		Trains: 8 x '8', 2 x '2+2', 2 x '5+5E'						
Current operating order: GRR, MK, NW, SE, SW, MVR									

Tiles		Tile number/Availability		Two Operating Rounds between Stock Rounds									
3/2	4/4	5/1	6/2	7/④	8/④	9/④	57/1	58/2	201/3	202/4	621/1	14/2	
15/1	16/2	17/2	18/2	19/1	20/2	21/2	22/2	23/1	24/-	25/4	26/2	27/1	
28/1	29/2	30/2	31/2	87/2	88/-	204/1	207/5	208/2	619/1	622/2	624/1	625/1	
626/1	635/1	637/1	39/2	40/1	41/2	42/2	43/2	44/2	45/2	46/2	47/2	63/1	
611/2	623/3	636/-	638/1	641/1	801/-	911/3	639/-	640/-	642/-				

④ Yellow track tiles are unlimited

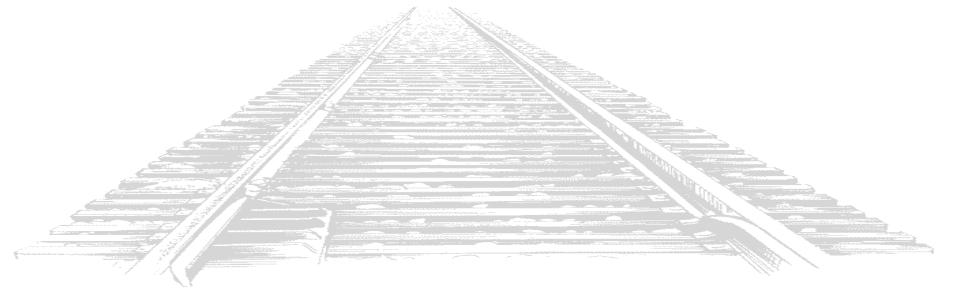
1861

Game E33
 Referee:
 Keith Thomasson

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Orders required for the following round *By the early deadline*

SR7





7 WONDERS 1

Just two cards to go...

ROUND 16

Age III - Card 4 The discard pile contains 7 Age I cards and 7 Age II cards

- Mike Reeves Circus (free due to Training Ground)
- Lyndon Gurr Magistrates Guild (2 coins to Jim for Cloth)
- Jim Reader Palace (4 coins to Allan for Clay and Glass)
- Allan Stagg Pantheon (1 coin to Jim for Ore, 2 coins to Pete for Cloth)
- Pete Campbell Study
- (John Boocock) Senate
- Kevin Lee Lighthouse (2 coins to John for Glass)

Mike	Lyndon	Jim	Allan	Pete	(John)	Kevin
7 coins 29 VPs	8 coins 44 VPs	5 coins 37 VPs	12 coins 52 VPs	11 coins 44 VPs	11 coins 28 VPs	30 coins 44 VPs

Mike	Lyndon	Jim	Allan	Pete	(John)	Kevin
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 fifth card for Age III, to play, build a Wonder stage or discard for 3 coins





BATTLE! 5

Your Attribute research order is:
AMECSBDRPHX

ROUND 17

Research: *Apache* researches Defence. Repair: *Dream Team* base +2.

New units: 2C (E), 5C (B), 5E (A).

Moves: A lot of juggling around, with some units moving adjacent for combat.

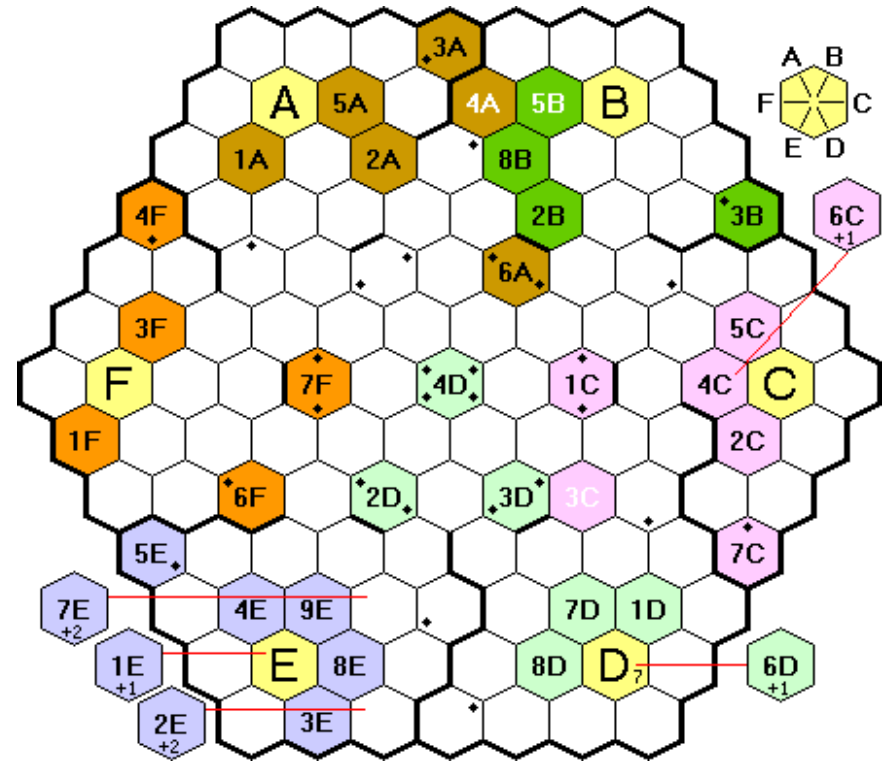
Combat: 4A ⇒5B (6 hits *)
 2B ⇒2A (4 hits)
 5B+8B ⇒4A (16 hits *)
 1C+3C ⇒3D (4 hits, 1 shot blocked by Defence)
 6C splits its attacks using Elite(d)
 6C ⇒1D (4 shots, 6 hits, 1 shot blocked by Defence)
 6C ⇒3D (1 shot, 0 hits, blocked by Defence)
 1D+3D ⇒3C (8 hits *)
 6D ⇒6C (4 hits, 2 shots blocked by Defence)
 2E+7E ⇒6D (2 Elite each vs Defence, 14 hits)
 7F ⇒2D (4 hits) (* = destroyed)

6C has lost its Hover ability, so is simply sitting on top of 4C. If 4C moves away, 6C will sink down to ground level, unless it submits identical moves as 4C, in which case it can stay on top.

Builds: 6F (D). Conversions: None.

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H
<i>Apache</i> Pete Campbell	Defence Level 7	13	1A	2	2	1	1	1/0	1				
			2A	2	1								
			◆3A	1	2								
			5A	2	1	1	1	1/0	1				
			◆◆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		
			◆5B	1	1								
			8B	4	1	0	0	0/0	0	1			
<i>Conflux</i> Steve Ham	Level 10	14	◆◆1C	1	2	1	1	0/0	0	0	1		
			2C										
			4C	0	2	1	1	2/0	1	0	1	1	
			5C	0	1								
			◆◆7C	0	2	1	0	1/0	1	0	0	2	
<i>Dream Team</i> Allan Stagg	Level 10	15	1D										
			◆◆2D										
			◆◆3D	1	2	0	0	0/0	0	0	0	1	
			◆◆◆4D	0	1	0	0	1/0					
			6D	1	0	0	0	0/0	0	0	2		
Base at 7	Double Damage		7D	0	1	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	13	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								
			◆5E	0	2	0	0	0/0	0	0	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	14	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	2/2	1	2	3		
◆◆7F	2	3				0	0	1/0	1	2	1		



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

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	3.667
▼ Ken Boucher	3.359
▲ Are-Harald Brenne	2.800
- Rob Thomasson	2.702
▲ Pete Campbell	2.667
▼ David Hilbert	2.565
- Victor Cronshaw	2.551
▼ John Colledge	2.097

The rating system is:

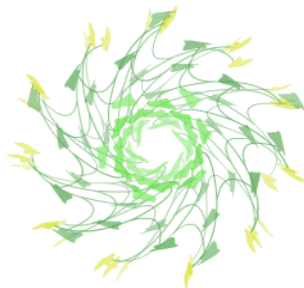
- 5 points for a win
- 3 points for second
- 1 point for third

★ Completed games and winners:

1870 e988 {1870-N33}	Jan Aage Eriksen
1830 e990 {1830-R33}	William Jockusch
Puerto Rico e1013	Paul Ridout
1830 e1015 {1830-S34}	Mark Frueh
Carcassonne e1017 {The River}	Dan Zacharias

★ New games and start dates:

1870 e1023 {1870-G35}	Sep 8th
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ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Sep 20	...mais n'est-ce pas la gare? 146
Sep 24	Fury of the Northmen 23
Sep 30	Ode 344
Oct 1	Variable Pig 141
Oct 2	Minstrel 376

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
Lyndon Gurr	7W1, 1861-E33
Steve Ham	Bat5
Mike Hutton	1861-E33
Kevin Lee	7W1
John Marsden	Bat5
Marcus Pratt	Bat5
Jim Reader	7W1
Mike Reeves	7W1
John Shelley	1861-E33
Don Smith	1861-E33
Allan Stagg	7W1, Bat5
Mark Stretch	Bat5

