

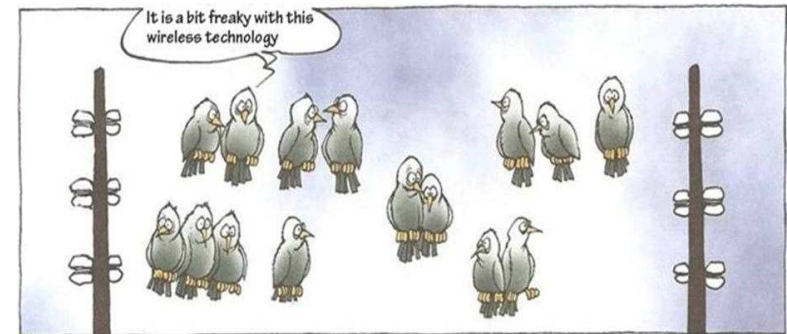
# FOR WHOM THE DIE ROLLS

February 2014

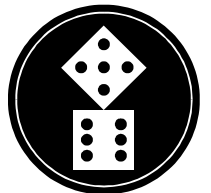
Published by Keith Thomasson

Issue 211

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 #211, 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 #211. F stands for February, and also stands for Floods here in the UK. We've been fortunate where we are, as the only floods in the village are confined to the area round the recreation field. As far as I know, no homes have been directly flooded. The question now is when the water authorities will announce a hosepipe ban.

I went to dig out a game from my collection and came across Ambush!, which I had been thinking about getting out a while ago, so that came back into the house as well. It is well regarded as a solitaire wargame. I remember having fun with it when it first came out, but it has been sitting in its box for far too long.

I was reading the rules and came across something odd. The game uses ten-sided dice for die rolls, and in many places it says that 0 is always a success roll, while 9 is always a failure. This is pretty much a mantra throughout the rules. There is one exception. If a soldier is dragging an incapacitated soldier, you roll one die for each hex that is entered. On a roll of 0, the soldier being dragged dies. That doesn't sound like success to me.

University Challenge is a TV programme that is amusing to watch, if only to see if you can answer the questions faster - or better - than the students. However, on Monday January 27th an unexpected category of questions turned up. The subject was 'German board games, otherwise known as Euro games'. The team got all three questions correct. Mind you, some of the extra information was a help, such as the Latin for Farmer, and a medieval city in southern France. I suspect they were unfamiliar with Agricola or Carcassonne as games. But they absolutely had to know that the answer to the third question was The Settlers of Catan.

Ironically, no sooner does the phrase 'German board games' turn up on TV than the editorial for the latest Spielbox announces that the times when a special breed of German games existed are long gone. That's not because they are no longer producing them, but they are no longer alone, with France and Italy at least on par with Germany, and with Eastern Europe catching up, let alone the US. They don't expect it to be too long before more Euro games are published in the US than in Europe.

I have been on the lookout for small bowls or containers that are suitable for managing game pieces during play, so that they don't have to be piled up on the table, mixed together, knocked on the floor, or whatever. Almost everything I have found has been ceramic or glass, which is not so useful as they can be awkward to transport and breakages become a risk, especially when taking them to a games do.

A recent trip to Lakeland in Watford came up with two of the better solutions. The first is a set of silicone ramikins, designed for baking individual desserts. At four for £4.29 they are reasonably priced. The ones I bought are 2 3/4" in diameter and 1 1/2" deep, so they hold a good number of tokens or cubes. There is a smaller version that is 2" in diameter. They also nest nicely, making them easier to carry around. Their only downside is that they are opaque, so if it matters that the players can see how many of anything are left, they may not be suitable. The larger ones are purple, while the smaller ones are lime green.

Actually, there is another downside. I visited the web site and discovered that this will be your last opportunity to buy these items because they are not restocking when they run out. This is far from the first time I have had this happen to me. Find something useful, only to find that it is being discontinued. I bought a few packs because I just knew that if I waited to see how they worked out over a few sessions, they would be gone before I made up my mind to get some more.

As an alternative, but at a slightly higher cost, they also sell clear plastic drawer organisers, 3" square and 2" deep, with four soft feet. The containers have rounded corners inside, making it easy to get things out. These also nest, once again saving space for transport. At £1.99 each they are nearly twice as expensive as the purple ramikins, but they are very nice. Unlike the ramikins, which are soft and flexible, these are hard plastic, but not so hard that shattering seems likely. What's more, they don't appear to be discontinuing these.

If any of those sound like something you could use, take a look at [www.lakeland.co.uk](http://www.lakeland.co.uk). You can put the product codes in the search box to go straight to the item you are interested in. The code for the clear drawer organiser is 24352. For the ramikins, the larger ones are 16453, while the smaller ones are 16454.

I like the Lakeland web site because they don't force you to open an account to place an order. You just have to remember to uncheck the boxes for mailing lists and account opening near the end of the checkout process. They also offer an option to order online and specify a store to collect them from, so if you have a store near you, you don't have to worry about shipping charges or possible damage in transit. Mind you, postage is free if your order is over £40.

On a similar note, I was also looking out for organiser boxes for storage of components within the games themselves. Some boxes have compartments that can be split up by inserting dividers. These can be more flexible, but you don't end up with smooth sided compartments and pieces can catch if it is a tight fit. Other boxes have a fixed array of compartments. Of the latter type, the best I have found are boxes from What More UK Ltd ([www.whatmoreuk.com](http://www.whatmoreuk.com)). Their boxes are made from a slightly flexible plastic, and therefore less liable to damage. One of their boxes would be great for Caverna, except that the storage box is larger than the game box, which defeats the purpose. The box that is small enough to fit into the Caverna box isn't quite deep enough to take the tiles. On their web site they show their boxes in a variety of colours, whereas the shops I have found them in only stock the clear ones (to be more precise, frosted bottoms and clear tops). That is typical, and also common for Really Useful Boxes. If you want the coloured boxes for any reason, you can phone them up (their number is on the contact page of their web site) to find out if anyone local to you stocks what you are looking for. They have only recently started selling direct, so if it is colour coding you want, you might need to pursue that route.

And that, as they say, is that. Just time to mention that the April TringCon is FULL !!!



**BATTLE! 5**

Your Attribute research order is:  
AMECSBDRPHX

**ROUND 21**

Research: *Effalump* researches Explosives.

Repair: D repairs 2 pts of damage.

New units: None.

Moves: *Conflux* does some reorganising, *Effalump* pulls back a bit, while *Frogs* head south and grabs the centre power hex.

Combat: 2B⇒1A [2 hits, 2 blocked]  
6C⇒6E [1 Elite to target Move, 10 hits \*]  
2E⇒D Base (6 hits \*)  
7E⇒1C [1 Elite to target Move, 4 hits on Move, 12 other hits \*]  
2F⇒10E [4 hits \*]  
3F⇒7E [3 Elite vs Defence, 4 hits, 2 blocked]  
6F⇒7E [2 Elite vs Defence, 6 hits] (\* = destroyed)

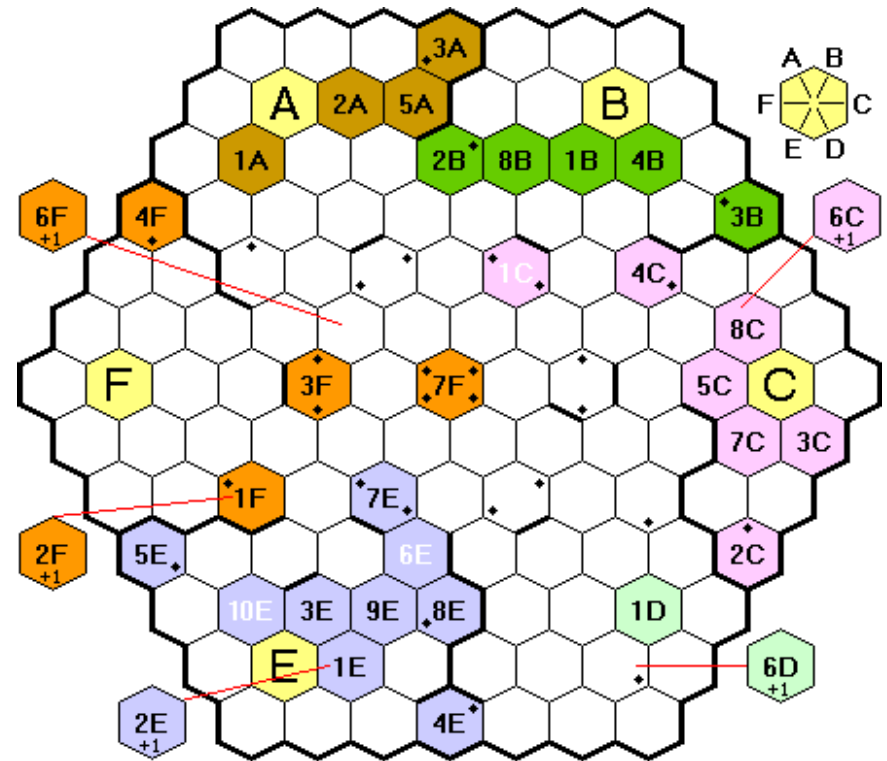
Builds: None. Conversions: None.

7E takes hits from two directions, and while it loses its Hover ability and settles to the ground, it is still in the fight - and settled on a Power hex to boot.

I shall be inviting the players to submit orders earlier than the given deadline. This will allow me to get the next round reported to them privately, and hopefully get another set of orders by the official deadline and two rounds to be reported in the next issue of the zine. As it is the last game I think it is reasonable to try and speed up its resolution.

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H
<i>Apache</i> Pete Campbell	✗ Level 8	11	1A	1	1	1	1	1/0	1				
			2A	2	1	2	0	1/0	1	1	1		
			◆3A	1	2								
			5A	3	1								
<i>Banzai</i> Mark Stretch	✗ Level 9	12	1B	2	2	0	0	0/0	0	2	2		
			◆2B	2	2	0	2	0/0	0	2	3		
			◆3B	1	1								
			4B	3	3	0	0	0/0	0	3	3		
			8B	2									
<i>Conflux</i> Steve Ham	✗ Level 10	14	◆◆2C	0	2	0	0	0/0	0	0	0	2	
			3C										
			◆4C	1	2	1	0	2/0	1	0	0	1	
			5C	0	2	1	0	0/0	0	0	0	2	
			6C	5	2	3	1	1/0	1	1	6	1	2
7C	0	2	0	0	0/0	0	0	0	1				
8C	0	1											
<i>Dream Team</i> Allan Stagg	[Sixth]	-	1D										
			6D	0	0	0	0	0/0	0	0	1		

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H
<i>Effalump</i> Marcus Pratt	+Explosives Level 10  Double Damage	18	1E	2	2	1	0	2/0	0	0	1	0	1
			2E	3	2	2	0	1/0	1	0	3	0	2
			3E	2	3	2	1	3/0	1	2	3	1	1
			◆4E	0	2	0	0	1/0	1	0	0	2	
			◆◆5E	0	2	0	0	0/0	0	0	0	2	
			◆◆7E	3	1	1	0	0/0	0	3	1		
			◆◆8E	0	1	0	0	1/0	0	0	0	2	
			9E	0	2	1	1	1/2	0	0	0	2	
			<i>Frogs</i> John Marsden	✗ Level 10	18	◆1F	1	2	2	0	0/0	1	2
2F	2	3				4	1	2/4	0	0	2	0	1
◆◆3F	3	2				3	1	2/0	2	3	4	1	
◆4F	0	1											
6F	3	2				2	0	2/1	1	2	3	0	1
◆◆◆◆7F	2	3				0	0	1/0	1	2	1		



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

**NEWS FROM THE ROCK**

[www.fwtwr.com/fwtwr/](http://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 completed five or more games.

- William Jockusch . . . . .	3.667	The rating system is: 5 points for a win 3 points for second 1 point for third
- Ken Boucher . . . . .	3.359	
- Are-Harald Brenne . . . . .	2.800	
- Pete Campbell . . . . .	2.713	
- Rob Thomasson . . . . .	2.702	
- Victor Cronshaw . . . . .	2.520	
- Michael Graystone . . . . .	2.254	
- John Colledge . . . . .	2.097	
▼ Mick Haytack . . . . .	2.088	
▲ Justin Rebelo . . . . .	2.000	

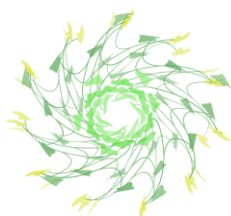
★ Completed games and winners:

1856 e1008 {1856-E34} . . . . .	Ken Boucher
Puerto Rico e1020 . . . . .	Kath Collman
Acquire e1026 {Special Powers} . . . . .	Dan Zacharias
Acquire e1026 . . . . .	Kath Collman

★ New games and start dates:

Puerto Rico e1031 . . . . .	Jan 13th
1825 e1032 {1825-T35} . . . . .	Jan 13th
Acquire e1033 . . . . .	Jan 14th
Carcassonne e1034 {Inns & Cathedrals} . . . . .	Jan 15th
1856 e1035 {1856-W35} . . . . .	Jan 25th
Carcassonne e1036 . . . . .	Jan 28th
Acquire e1037 {Powers} . . . . .	Feb 4th
Acquire e1038 . . . . .	Feb 7th
Carcassonne e1039 {River} . . . . .	Feb 7th

★



**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 . . . . .	3.317	
- Pete Campbell . . . . .	3.139	
- Marcus Pratt . . . . .	2.911	
- 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
Jan 15	Fury of the Northmen 26, Ode 347
Jan 20	...mais n'est-ce pas la gare? 150
Jan 21	Variable Pig 143
Jan 30	Minstrel 380

**WHO PLAYS WHAT**

Pete Campbell . . .	Bat5
Steve Ham . . . . .	Bat5
John Marsden . . . . .	Bat5
Marcus Pratt . . . . .	Bat5
Allan Stagg . . . . .	Bat5
Mark Stretch . . . . .	Bat5



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 March 7th

Future deadline: All games: April 4th

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.