

FOR WHOM THE DIE ROLLS

March 2014

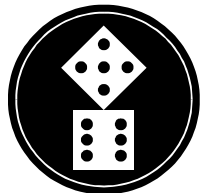
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Issue 212

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.



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INSIDE STORY

This is FOR WHOM THE DIE ROLLS #212, 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 #212. We're squeezing things up with two Battle! reports this time. Many thanks to the players for stepping up to the shorter deadlines. Let's hope we can keep it up, although absences are more likely to interfere with the increased pace. This month's cover is the Zwinger Museum complex in Dresden, snapped on a short city break we took last week. This was late morning on a Wednesday. Busy, isn't it!

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	The rating system is:
▲ Ken Boucher	3.400	
▲ Are-Harald Brenne	2.833	5 points for a win
▲ Pete Campbell	2.716	3 points for second
- Rob Thomasson	2.702	1 point for third
- Victor Cronshaw	2.520	
▼ Michael Graystone	2.234	
- Mick Haytack	2.088	
▼ John Colledge	2.084	
▲ Justin Rebelo	2.000	

⊛ Completed games and winners:

1825 e1009 {1825-L34} Chris Rudram

⊛ New games and start dates:

1870 e1040 {1870-A36} Feb 16
 Prince of Florence e1041 Feb 20



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:
- David Smith	3.478	
▲ Lyndon Gurr	3.337	5 points for a win
▼ Pete Campbell	3.081	3 points for second
- Marcus Pratt	2.911	1 point for third
- 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
Feb 14	Devolution 100
Feb 17	Ode 348
Feb 19	...mais n'est-ce pas la gare? 151
Feb 20	Fury of the Northmen 27
Feb 24	Minstrel 381
Mar 6	The Tangerine Terror 63

WHO PLAYS WHAT

Pete Campbell . . . Battle! 5
 Steve Ham Battle! 5
 Marcus Pratt Battle! 5
 Mark Stretch Battle! 5





BATTLE! 5

Your Attribute research order is:
AMECSBDRPHX

ROUND 22

Research: None.

New units: 5B (F), 6B (A), 5F (C), 8F (D).

Moves: Effalump huddles around his base while Frogs new units take a similar protection role. Two units moved into direct contact with others, something that has been relatively rare in this game.

Combat: 2A⇒2B (4 hits)
2B⇒2A (4 hits)
6C⇒7E (3 Elite vs Defence, 10 hits *)
2E⇒8F (12 hits *)
3E⇒2F (16 hits *)
7E⇒1F (1 Elite vs Defence, 4 hits, 2 blocked)
2F⇒3E (2 Elite vs Defence, 2 hits 2 blocked)
3F⇒7E (3 Elite vs Defence, 6 hits) (* = destroyed)

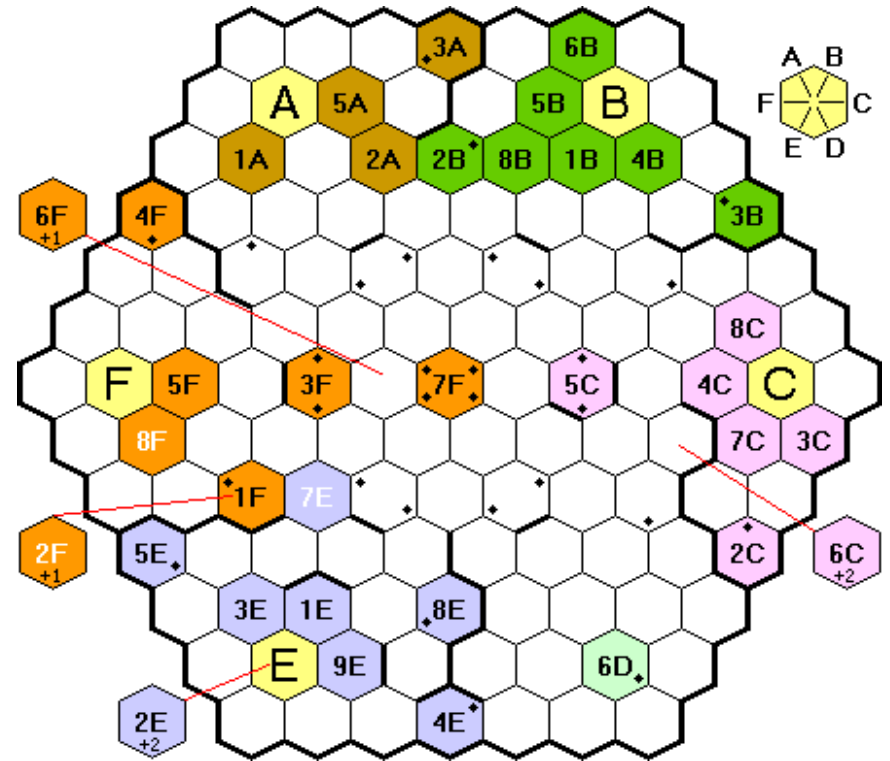
Builds: 1E builds a wall (B), 9E builds a wall (C).

Conversions: None.

The remaining *Dream Team* units lose attributes at the end of the round. 1-D dies while 6-D loses its last attribute - Hover - and sinks to the ground where its old base had been.

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	3	2	3						
			◆3A	1	2								
			5A	3	1								
<i>Banzai</i> Mark Stretch	✘ Level 9	13	1B	2	2	0	0	0/0	0	2	2		
			◆2B	2	1	0	1	0/0	0	1	2		
			◆5B	1	1								
			4B	3	3	1	1	0/0	0	3	3		
			5B										
			6B										
<i>Conflux</i> Steve Ham	✘ Level 10	16	◆◆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	3	1	1	1/2	1	0	0	2	
			6C	5	3	3	1	1/0	1	1	6	1	2
			7C	0	2	0	0	0/0	0	0	0	1	
			8C	0	1	0	0	2/0					
<i>Dream Team</i> Allan Stagg	(Sixth)	-	6D										

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H
<i>Effalump</i> Marcus Pratt	✘ Level 10	16	1E	2	2	1	0	2/0	1	0	1	0	1
			2E	3	2	2	0	1/0	1	0	3	0	2
			3E	4	3	2	1	3/0	1	4	3		
			◆◆4E	0	2	0	0	1/0	1	0	0	2	
			◆◆5E	0	2	0	0	0/0	0	0	0	2	
			◆◆8E	0	1	0	0	1/0	0	0	0	2	
<i>Frogs</i> John Marsden	✘ Level 10	18	◆1F	1	2	1	0	0/0	0	1	0	1	
			◆◆3F	3	2	3	1	2/0	2	3	4	1	
			◆4F	0	1								
			5F	0	0	1	0	1/1	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 three



BATTLE! 5

Your Attribute research order is:
AMECSBDRPHX

ROUND 23

Research: None. New units: 2F (B), 8F (E), 9F (F).

Moves: *Apache* pulls away from contact with *Banzai*. Meanwhile, *Banzai* moves south and encounters *Conflux* coming the other way. There is no collision, but four units do get stuck next to each other. *Effalump* sends 3E on a mission towards the *Frogs* base, while *Frogs* units grab some more power hexes.

Combat: 5A⇒3F (1 Elite vs Defence, 2 hits, 2 blocked)
1B+4B⇒5C (10 hits)
2B⇒2A (4 hits *)
6C⇒2E (3 Elite to Target Range, Attack and Elite, 2 hits on Range, 2 hits on Attack, 2 hits on Elite, 4 other hits, 2E settles down to level +1)
2E⇒6F (2 Elite vs Defence, 12 hits)
3E⇒Frogs Base (1 Elite to ignore 1F, 10 hits *)
6F⇒8E (6 hits *)
8F⇒3E (2 hits, 3E settles down to rest on top of 1F) (* = destroyed)

Builds: None. Conversions: None.

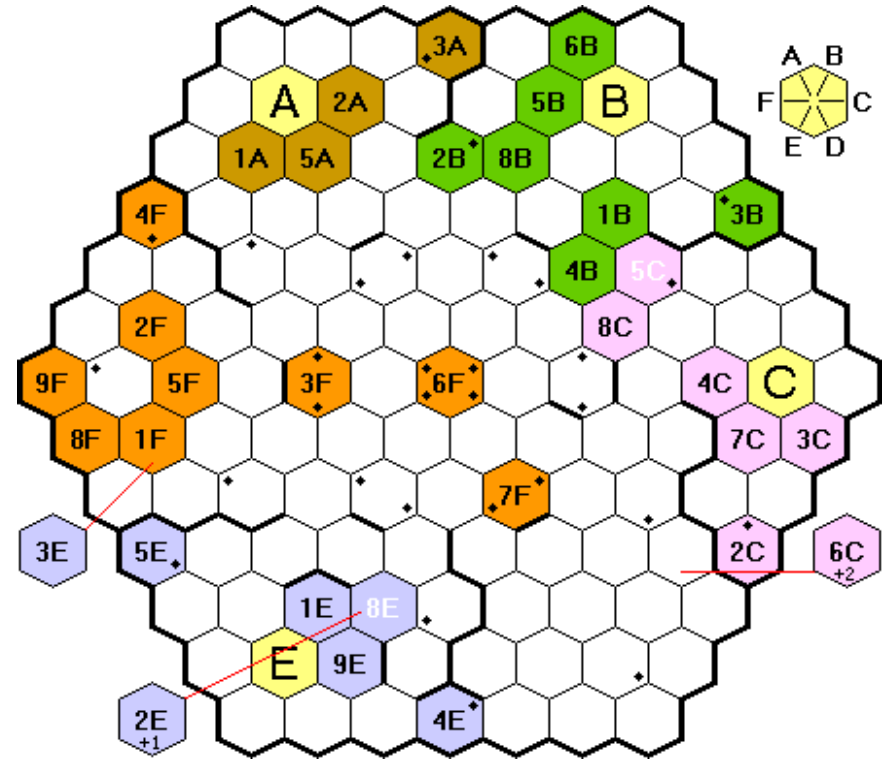
The remaining *Dream Team* units lose attributes at the end of the round. 6-D dies and *Dream Team* becomes...just a dream.

And so John becomes our second casualty. A good fight, John, and a strong finish, taken out as you were about to get enough points to gain Explosives and become really dangerous.

A reminder for those still playing - you cannot make moves conditional on what happens during the movement phase, only on what has happened in previous phases.

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	1			
			2A	2	2	1	2						
			◆3A	1	2								
			5A	3	1	1	0	1/0	0	1	3		
<i>Banzai</i> Mark Stretch	✗ Level 9	13	1B	2	2	0	0	0/0	0	2	2		
			◆2B	2	1	0	1	0/0	0	1	2		
			◆3B	1	1								
			4B	3	3	1	1	0/0	0	3	3		
			5B	2	1	0	0	0/0	0	2	3		
			6B										
			8B	2									
<i>Conflux</i> Steve Ham	✗ Level 10	13	◆◆2C	0	2	0	0	0/0	0	0	0	2	
			3C										
			4C	1	3	1	0	2/0	1	2	0	2	
			6C	5	3	3	1	1/0	1	1	6	1	2
			7C	0	2	0	0	0/0	0	0	0	1	
8C	0	3	0	0	2/0	0	0	0	2				
<i>Dream Team</i> Allan Stagg	{Sixth}	-											

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	1	0	2/0	1	0	1	0	1
			2E	1	2	0	0	0/0	0	0	0	0	1
			3E	5	5	2	1	3/1	1	4	2		
			◆◆4E	0	2	0	0	1/0	1	0	0	2	
			◆◆5E	0	2	0	0	0/0	0	0	0	2	
			9E	0	2	1	1	1/0	1	0	0	2	
<i>Frogs</i> John Marsden	{Fifth}	-	1F	1	2	1	0	0/0	0	1	0	1	
			2F										
			3F	3	2	3	1	2/0	2	3	3		
			4F	0	1								
			5F	0	0	1	0	1/1	0	1			
			6F	2	1	0	0	0/0	0	0	1		
			7F	2	3	0	0	1/0	1	2	1		
			8F	1	1	0	0	0/0	0	0	1		
			9F										



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

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

Battle! 5 - March 21st and April 4th

Future deadline: Battle! 5 - April 18th and May 2nd

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.

