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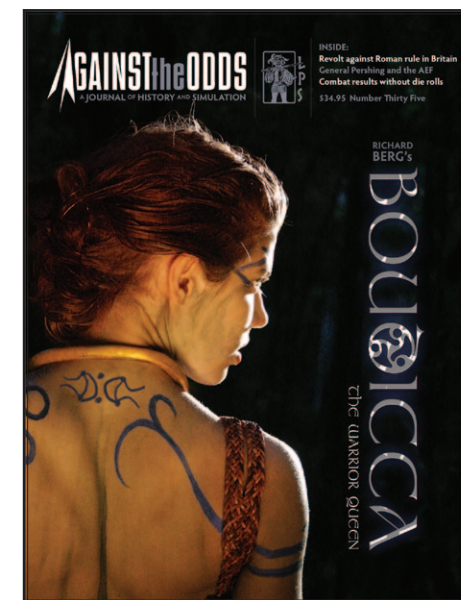
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ORDER OF APPEARANCE

WORKS IN PROGRESS

LEMBIT TOHVER,
STAFF DEVELOPER

Issue #34 jumps us back to the year 1340 and into the Battle of Sluys with the game *Right Fierce & Terrible* designed by Jeremy White. This battle was a naval/melee action that was fought between the English forces of King Edward III and the French invasion forces of King Philip IV while on cogs and various other naval vessels. Ship squadrons will attempt to ram then grapple. Adjacent enemy squadrons will have their archers and cross-bowmen missile fire at their opponents. Once grappled, the Knights, Men at Arms and Mariners will perform boarding actions to fight it out on the deck tops of the ships. *Right Fierce & Terrible* comes with 32 1" counters and 140 1/2" counters, a 22" x 34" map, 16 pages of rules, and player's aid charts. So sail and sally forth and as historian Jean Froissart wrote in 1370, "for on the sea there is neither reculing nor fleeing, there is no remedy but to fight and to abide fortune, and every man show his prowess."



Issue #35 takes us even further back in time to the year 61 A.D. in Roman Britain with Richard Berg's *Boudicca: Warrior Queen*. This game is an update and redesign of Richard's earlier game produced by WEG. Significant changes in both historical research and the game system (now a CDG). The cards provide Operations Points, which are used to activate reinforcements, make attempts to revolt, and move and fight with units on the board. Various events are covered by the cards as well. Play testers have really enjoyed this new version. Victory comes to he who ventures the most successfully.

Issue #36 We move forward to the 1944 Burma area of the Pacific Theatre of WWII with Paul Rohrbaugh's game *Defeat into Victory*. This game uses an interactive chit draw activation system. The map spans from Dimapur in the north down to Rangoon in the south. Units are regimental/brigade in size. There are a number of special rules that cover things like: random events, weather, Japanese Suicide Tank Attacks (human combat destruction squads) and Changing War Goals. There is a detailed air system within the game covering the air campaign that occurred. Will your decisions, as the Allies, bring you the same victory level that historically occurred, or will your Japanese hold off the British and not let them change their defeat into victory?



And there are more interesting items coming up. Make sure that you check out our **In the Pipeline** section of the *Against the Odds* website at www.atomagazine.com to see our current game proposals and then vote on the ones you would like to see appear in a future issue of *ATO*.

-Lembit

Engage NOW!!