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Issue #50 takes us to World War II and into the Reich’s scientific development of the Atomic Bomb with Steve Cuniiffe’s card game for 2 to 5 players. Die Atombombe: Players are the directors of different German departments that had interests in producing the atomic bomb. The game contains 108 cards, 64 counters, 10 pages of rules, and a Player Aid Card. This is a quick-playing game (1-2 hours) that shows just how easy it was to be bewitched by the idea, and how hard it really was to mount an effective nuclear program under the increasing rain of Allied bombs and the Soviet menace looming to the east.

Issue #51 has us head back to the American Revolution with David Jones’ game Almost a Miracle. This game deals with the Northern theatre and is based on the popular system introduced with Tarleton’s Quarters. The game will have a 22” x 34” map, 280 ½” counters, 12 pages of rules, and a 2-page PMC. The game will take 3-8 hours to play, depending on which scenario player chooses. Special rules will cover the short enlistments of the Continentals, the uncertainty of French support and entry, prisoner exchanges, and the variable support of Loyalists and Native Americans.

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

It has been an honor, privilege, and enjoyable experience for me to work for Landsknecht Publishing. It has also been great to work with this fine team of ladies and gentlemen. I personally have been elated to be able to work on game designs by designers whose games I have played since I was a teenager in the 70s. Unfortunately, my health condition means I am no longer able to keep up the required pace needed for this publication. My various health problems have delayed production of the magazine, and for this I am truly sorry to all concerned. I will still be performing some limited design/development work for ATD and other projects in the years to come, but at a leisurely pace for me. I would like to thank all those subscribers and purchasers that have made this possible for me and hope that everyone has had fun on this time on their gaming table and an enjoyable life ahead.

—Lembit

Farewell AND Engage NOW!!