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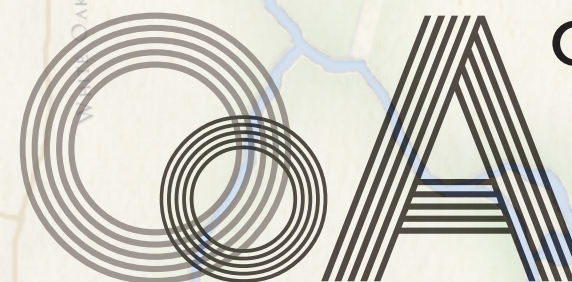
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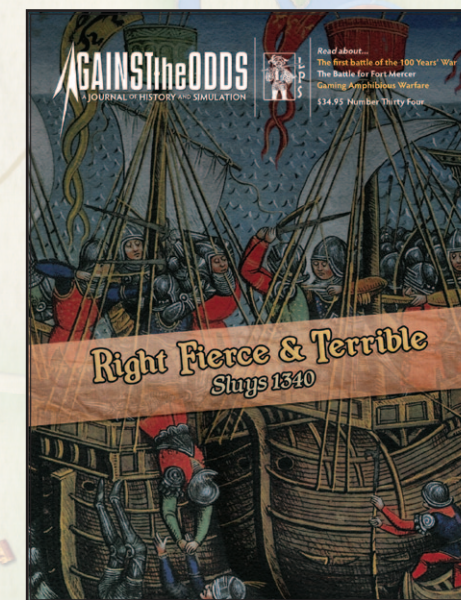
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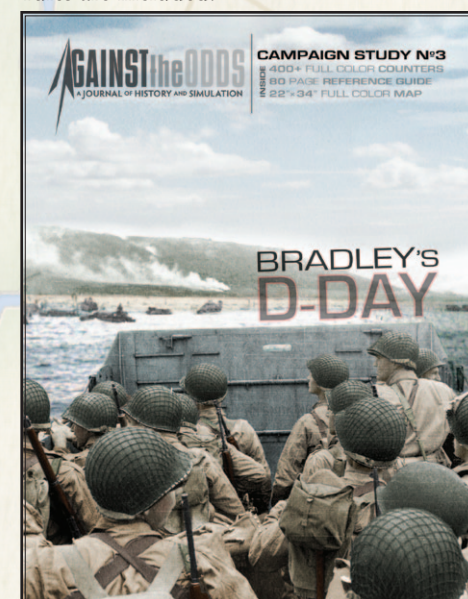
Our next regular release, **Issue #33**, moves us to the year 1975 and within 60 miles of Saigon. The end of South Vietnam is near, but the 18th Division of the Army of the Republic of Vietnam decides to show the North Vietnamese Army and Viet Cong what they are made of. The game in this issue deals with their heroic defense at Xuan Loc which held up the North Vietnamese advance. *Meatgrinder: The Battle of Xuan Loc* comes with a 22" x 34" map with large (approximately one-inch) hexes, around 240 half-inch counters, 12 pages of rules, and two Player Aid Charts. Perry Moore has designed a medium complexity level Operational/Tactical simulation that will allow you to explore if you could have done better than the historical commanders. Also included with this issue for subscribers will be an 8.5" x 11" solitaire game called *Bloody Hunlikely!* designed by Neil Zimmerer and myself. It deals with Attila the Hun's Frankish and Italian campaigns of 452 and 453 AD respectively.



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 decks of the ships. *Right Fierce & Terrible* comes with 32 extra-large 1" counters and 140 smaller 1/2" counters, a 22" x 34" map, 16 pages of rules, and player's aid charts. So set sail and sally forth, for as historian Jean Froissart wrote in 1370: "on the sea there is no reculing [retreating] nor fleeing, there is no remedy but to fight and to abide fortune, and every man show his prowess."



Next coming out in our special issue line, we will be heading to the American beaches of Normandy with John Prados' game *Bradley's D-Day* in our **Campaign Study #3**. The game is a companion game to his earlier release in the 1980s of *Monty's D-Day*. The game has a 22" x 34" map, over 300 half-inch counters, 16 pages of rules, and two player's aid charts. There are two introductory scenarios; one historical and two variant full-game scenarios. The system is of medium complexity and is based on his earlier *Monty's D-Day* with adjustments for the American sector. Complete solitaire rules are included.



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*.

Engage NOW!!

-Lembit