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

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 Mannyi’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 one 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.

Issue #34 jumps us back to the year 1860 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 crossbowmen 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 1378: “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.”