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Bataille de l'Écluse (1340), Jean Froissart, Chronicles, Belgium (Bruges), late fifteenth century,  
Paris, BnF, Department of Manuscripts, French 2643, fol. 72.  
(cropped, adjusted, and dimensionalized)



**ORDER OF APPEARANCE**  
**WORKS IN PROGRESS**  
LEMBIT TOHVER,  
STAFF DEVELOPER



**The 2011 Annual** places us in the year 1815 with John Prados' design *Beyond Waterloo*. Napoleon has returned to Paris and endeavors to revive his country's role as a major force to be contended with. The Allies are not fully ready for this. Can you bring back the might of France through political maneuvering, which delays the individual Allied powers from declaring war on France, and thus giving you the time to have the French land forces meet and be victorious against those Allies you choose to fight? Can you as the Allies force Napoleon's hand and bring to bear the forces needed to defeat him again? This game is an in depth design that looks at the broader aspect of this campaign. Troop sizes are corps and divisions with individual counters representing army leaders. There is a 22" x 34" map that encompasses all of France, western Prussia and Switzerland, northwestern Italy, the southern Dutch and Belgian areas, and northern Spain, 360 1/2" counters, 20 pages of rules, two player aid charts (PACs) and 24 Tactical Battle Cards (12 each side). Players will find this game both rewarding and informative with its grander picture of the conflict.



**Issue #35** takes us even farther back in time to the year 61 A.D. in Roman Britain, with Richard Berg's *Boudicca: The Warrior Queen*. This game is an update and redesign of Richard's earlier game produced by West End Games with significant changes in both the historical research and the game system (now a card driven game). The "OPs" Cards provide Operations Points which are used to activate reinforcements, make tribal revolt attempts, and to move and fight with units on the map. The cards cover various historical events as well. Play testers have really enjoyed this new version. Victory comes to he who ventures the most successfully. The 22"x 34" map encompasses the area of Britain where most of the fighting occurred.

**Issue #36** moves us forward to the 1944 Burma area of the Pacific Theatre of World War II with Paul Rohrbaugh's game *Defeat into Victory*. This game uses an interactive chit draw activation system that integrates the supply situation into the level of activity of the formations that fought. The map spans from Dimapur in the north down to Rangoon in the south. Air transport/power plays an important part in game. A low counter density on the board makes each unit important and keeping them in supply vital.



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](http://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!!**