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COMPLETE SIMULATION IN THIS ISSUE BUFFALO WINGS

The latest installment of J.D. Webster's "Fighting Wings" system of air combat, *Buffalo Wings* centers on the Finnish-Soviet air actions of 1939-41 (both "The Winter War" and "The Continuation War"), with a quick start rules system that makes for easy entry. While this is a complete, stand-alone game, it's also a useful expansion to the FW line.

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ORDER OF APPEARANCE WORKS IN PROGRESS

Lembit Tohver *Staff Developer*

Issue #30 moves us to Eastern Europe. In the 16th and 17th century with Andy Nunez's game *The Lash of the Turk*. The game covers the tenuous period in history when all of Christian Europe felt threatened by Suleiman the Magnificent, Turkey's greatest sultan. Would Hungary be the next prize for the Ottoman Turks? Would Vienna follow and the dam of resistance collapse entirely? *The Lash of the Turk* features 176 1/16 inch counters, a 22 by 34 inch map covering the area from Graz to Bucharest. Units in the game represent various columns of infan-

try, artillery, and cavalry. The game rules stress ease of play, but give players lots of options, including river movement and combat, siege rules, forage, and political turncoats. Four different scenarios including the 1683 campaign let you juggle the strengths and weaknesses of the principle leaders for both sides, along with Austrian, Hungarian, Transylvanian, Tartar, Turk, Bavarian, Polish, and Franconian troops among others. You can decide the fate of Christendom with this game. Also included in this issue will be *When the West Came East*, a small solitaire game about the First Crusade designed by Neil Zimmerer.

Issue #31 keeps us geographically in Eastern Europe, but moves us back to the 20th century into late December of 1944 with the game *Hungarian Nightmare* designed by Mark Stille (*North Wind Rain, Impe-*

rial Sunset and *Wintergewitter*). This game deals with the defiant stand of the surrounded Germans and Hungarians around the twin cities of Buda and Pest against 2 Soviet Army "Fronts" and a Corps of Rumanians. Both sides are challenged to do better than their historical counterparts (performing equal to them is a draw). Game turns are weekly and the map is divided into areas approximately 1 kilometer square in size. The game comes with a 22 by 34 inch map, 280 counters, 12 pages of rules and 4 pages of Player Aid Charts.

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 of ATO.

ENGAGE NOW!!

NEXT ISSUE

With the fall of Jerusalem, Europe learned a new synonym for boogeyman—"Turk." Organizing the Moslem forces of the Middle East with discipline and training, the Turks recaptured the Holy Land and gradually took over the rest of Asia Minor and spread into Europe like a slow tide, capturing Constantinople and swallowing the remnants of the Byzantine Empire and the Balkans. Presuming extreme cruelty, various European leaders called for new crusades, to free fellow Christians from "the Lash of the Turk."

The Lash of the Turk covers the tenuous period in history when all of Christian Europe felt threatened by Suleiman the Magnificent, Turkey's greatest sultan. Would Hungary be the next prize for the Ottoman Turks? Would the dam of resistance collapse entirely? You decide.

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