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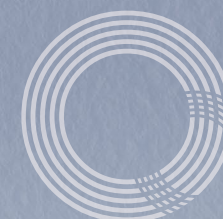
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ORDER OF APPEARANCE WORKS IN PROGRESS RUSS "ATO" LOCKWOOD, STAFF DEVELOPER



ATO Annual: Beyond Waterloo

Our successful Kickstarter of this John Prados updated design continues to roll along. Our next release, the new four-page expanded Sequence of Play summary has been finalized. The main 22" x 34" map for 1815, including the smaller 1814 extension, should be back by the time you read this. The rules for fortresses and the capacity for extended battles in the 1814 timeframe gets more polish... and a few more cards.

ATO 58: Clash of Carriers

Mark Stille's system, based on *Imperial Sunset* (ATO 17), looks at the Battle of the Philippine Sea, perhaps better known as the Great Marianas Turkey Shoot. CoC represents the largest carrier action of WWII, with a total of 24 carriers. With activation by task group, initiative is uncertain. Dummy task group counters increase the fog of war. But just because you see a counter on the map doesn't mean your scouting aircraft will actually find the group and vector in torpedo planes and dive bombers. But once found, individual ship counters (except for DDs in squadrons) and aircraft squadrons use a tactical map, allowing you to vary ship placement with each airstrike.



The Japanese possess longer-ranged aircraft but coordinating all their airpower is a challenge. US supremacy in aircraft and pilot quality can decimate IJN attacks and deliver crippling strikes, but it's certainly not an automatic result. A surface action is a long shot, but you never know...

ATO Annual: The Cruellest Month

The air war over Arras in 1917 brings WWI into focus with a Paul Rohrbach design that focuses on air operations and abstracts the ground war – similar to his *Chennault's First Fight* (Burma 1941) system published in ATO 12. Players plot air missions, not whirl individual fighters, over the front using the major aircraft types deployed by both sides. Rules include balloon busting, aces artillery spotting, and photo reconnaissance missions. Strategic reserves also play a part in this campaign.

ATO 59: Blind Faith

The Hussite Wars, where wagon lagers triumphed over traditional forces for a time, continues with playtesting and design nuances. The Holy Roman Empire seeks to contain and destroy the Hussites before all those wagons, occupants, and allied forces siege and capture towns and cities. A whole host of commanders, known and obscure, lead factions from across Europe in a bid to remake the Empire... or at least a central portion of it. A clever Jason Juneau design rewards speed and a clear strategy.

ATO 60: The Heron in Flight

We return to the East Front WWII with Operation Fischreiher (Heron), in which the Germans drive to Stalingrad during the period of mid-August up until mid-September 1942. The Mark Stille design will include one and a half maps with 420 counters, division/brigade units (Soviets) and battalion to division (German and Axis Allies), and two-day turns. The game system is based on his earlier *Wintergewitter* design in Campaign Study 1.

Now that you have *A Crowning Glory* in hand, please take a look at "In the Pipeline" on the website and vote for a game that you want to see published in our pages. If you find yourself seeking a new topic, I'd invite you to head over to BGG and scroll through boardgamegeek.com/wiki/page/Against_the_Odds_Article_Index

As always, if you have any **rules questions** for any ATO game, you can post on Consimworld and/or Boardgame Geek, or drop me an e-mail at gamesupport@atomagazine.com. If you have **non-game** related questions, like a customer service issue, send an e-mail to admin@atomagazine.com.

—RUSS